

N64 MAGAZINE
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p35
The original and best Game Boy mag inside!
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ISSUE 44

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

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Next issue on sale Thursday 3rd August
To find out why it's going to be fantastic jump to p120

WELCOME TO N64 MAGAZINE

At 124 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- **Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.**
- **N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.**
- **Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.**
- **The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.**
- **We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.**
- **Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.**

Don't be fooled by feeble imitations!



Just for Mew...

It took 12 bumper bags of salt and vinegar Twirls, *and* 36 cans of Coke, but eventually we managed to persuade Mark to part with the Mews he'd downloaded at Bluewater shopping centre in Kent. Thousands of Pokéfans turned up in Greenhithe to be the first in the UK to get their hands on the fabled 151st monster, and Mark managed to get his greasy mitts on four Mews which are up for grabs – if you reckon you could provide the little pink funsters with a good home, then turn to page 49.

We also managed to twist Eurocom's arm this month and they let us take a peek at their new Bond game *The World is Not Enough*. It looks absolutely stunning and we've got some never-before-seen multiplayer shots, so if you fancy a peek, flick forward to page 28.

And finally, by the time you read this you should all have had the chance – at last – to get your hands on a copy of the superb *Perfect Dark*. It's by no means an easy game, though, so if you're having trouble, our first installment of tips should point you in the right direction. And don't forget our *PD* Challenge Book stuck to the front of this very issue – there's some top prizes to be won! Enjoy...

Andrea Ball
EDITOR

Just look what we've got for you this month!





GO! GO!



THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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Issue 44, August 2000



PLANET 64

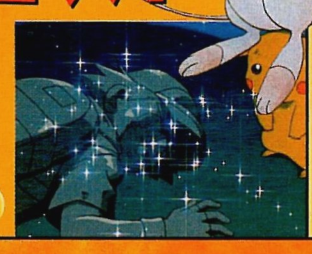
Starts on page 12



REGULARS

WIN MEW!

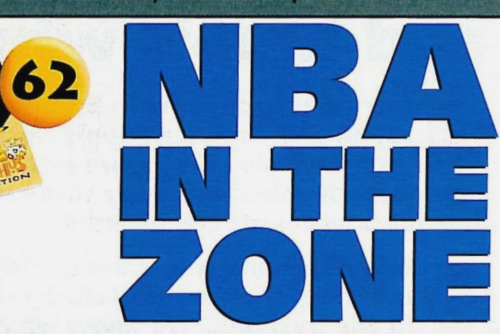




N64 ARENA

UK releases, reviewed, rated... and completed!

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The latest Japanese and American games.

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FUTURE LOOK

Your first look at the *BIG* new N64 games!

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N64 Club 64

The ultimate reader service.

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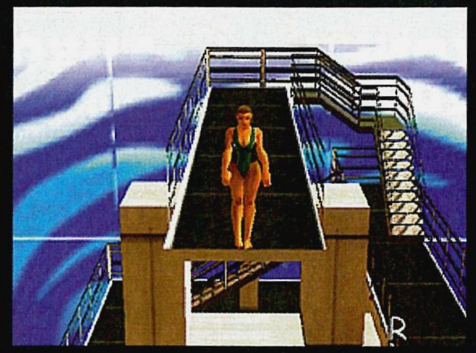


Your first look at the *BIG* new N64 games!

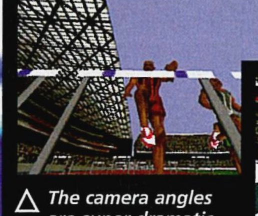
this month

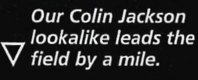
WANT MORE NEW GAMES?
Check out the Coming Soon section of Planet 64 on page 18!

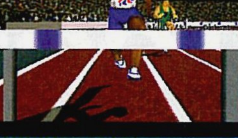








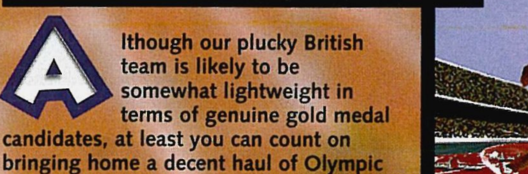




Our Colin Jackson lookalike leads the field by a mile.

The camera angles are super dramatic.

This event works like one of those dancing games.



Dog on a string, anybody?

The 100 metre sprint final.

Although our plucky British team is likely to be somewhat lightweight in terms of genuine gold medal candidates, at least you can count on bringing home a decent haul of Olympic glory on your N64.

Sydney 2000 isn't the basic button-basher you would normally expect. Unlike Konami's excellent *International Track & Field*, the key to success is rhythm rather than speed. You have to tap the buttons in time with your athlete's movements, building up momentum by hitting sweet spots such as footfalls or other actions. It's a similar system to the one used in the classic Commodore 64 *Games* series by Epyx.

There are 12 events to compete in: 100m sprint, 110m hurdles, hammer, javelin, high jump, triple jump, weight lifting, 100m freestyle, velodrome sprint, skeet shooting, kayak slalom and 10m platform diving. The track and field events work pretty much like you'd expect, but things change quite radically for some of the other competitions.

The 10m platform diving uses a control method similar to *Parappa the Rapper*. You select a combination of tricks based on the difficulty tariff you want to go for, then try to hit coloured bars as they flash past. If you get the sequence wrong, the bars get closer together until it's impossible to hit them all quickly enough, and you end up with an embarrassing belly flop and zero points.

VISUALS *...the athletes actually change shape as you beef up the right parts of their bodies.*

Athletics games have often been a little short of single player appeal, but *Sydney 2000* features a unique Career mode to add solo value to a title you're most likely to be playing with a few of your mates. You start with a team of 12 scrawny amateurs competing against weak opposition, and the aim is to turn them into Olympian superstars. In order to achieve this, you'll have to devise a training routine to buff up their muscles and improve their stamina. There are 20 training activities, including treadmills and rowing machines, and when you feel you've bulked up enough you must compete in the national trials and hopefully get your entire squad into the Olympic team.

With oodles of motion captured animation, athlete models that actually change shape as you beef up the right parts of their bodies, and more than its fair share of visual effects and wild camera angles, *Sydney 2000* could have what it takes to knock *International Track & Field* off the top of the winner's podium.



INFO BURST

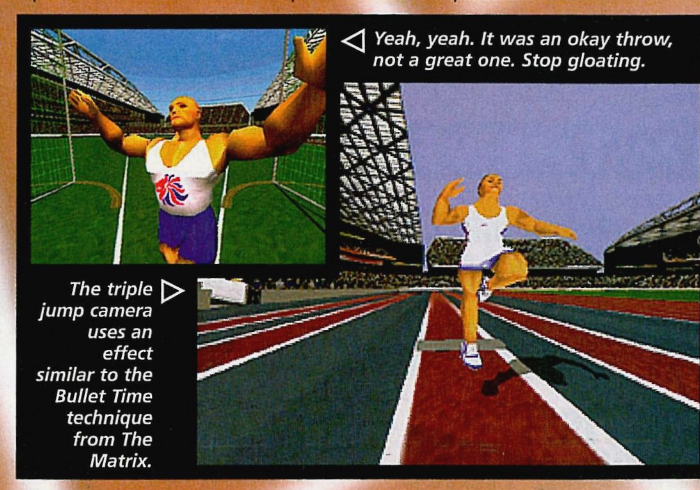
SYDNEY 2000

FROM:	TBA
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

ANTICIPATION RATING

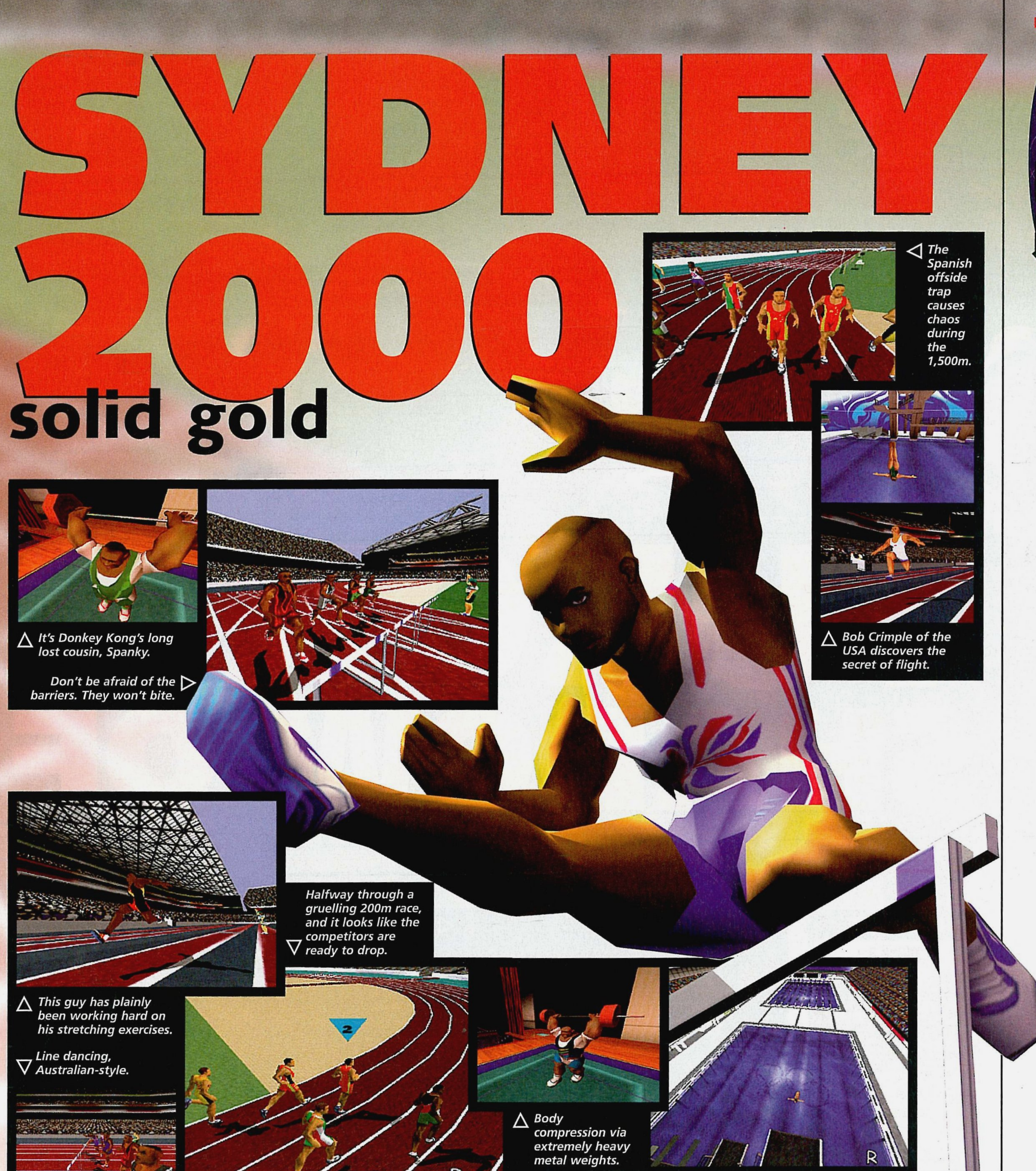


Yeah, yeah. It was an okay throw, not a great one. Stop gloating.

The triple jump camera uses an effect similar to the Bullet Time technique from The Matrix.

SYDNEY 2000

solid gold



◁ The Spanish offside trap causes chaos during the 1,500m.

△ It's Donkey Kong's long lost cousin, Spanky.

Don't be afraid of the barriers. They won't bite. ▷

△ Bob Crimple of the USA discovers the secret of flight.

Halfway through a gruelling 200m race, and it looks like the competitors are ready to drop. ▽

△ This guy has plainly been working hard on his stretching exercises.

▽ Line dancing, Australian-style.

△ Body compression via extremely heavy metal weights.

TO BE CONTINUED... Hopefully, we should have a review of *Sydney 2000* in the next issue.

TUROK'S BACK – AND IT'S BLOODIER THAN EVER!

△ Aim shots correctly and you can blow the heads off your victims this time. Good old Acclaim.

△ Follow a trail of blood and you'll stumble upon this pretty scene. Mummy!

△ This wolf-spider hybrid gives us nightmares.

△ Turok 3's deathmatch mode is shaping up superbly, it seems.

◁ You've got nothing but arrows to protect you at first.

TUROK 3 SHADOW OF

dino where it's at



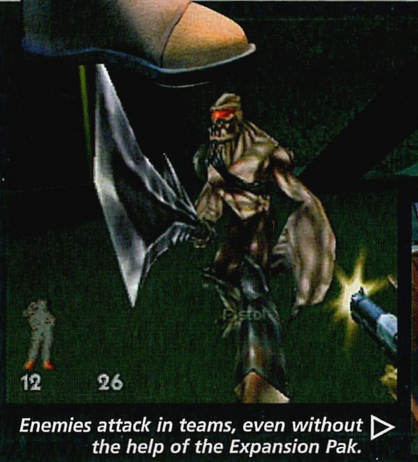
INFO BURST

TUROK 3	
FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

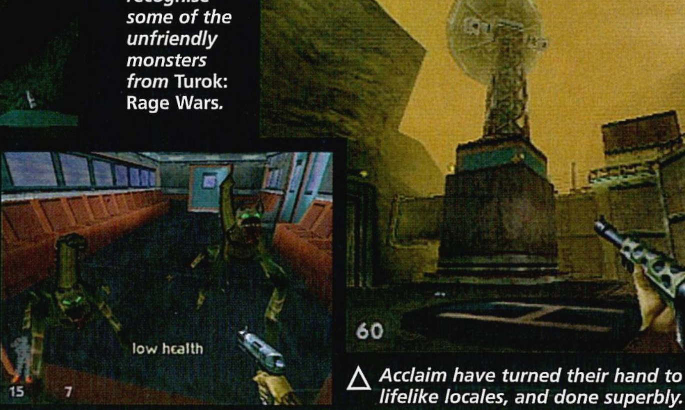
US	UK	Japan
Sept 1st		TBA

ANTICIPATION RATING



Enemies attack in teams, even without the help of the Expansion Pak. ▷

◁ You'll recognise some of the unfriendly monsters from Turok: Rage Wars.



△ Acclaim have turned their hand to lifelike locales, and done superbly.

Acclaim's developers apparently misunderstood David Dienstbier's orders to make *Turok 3* better than *Perfect Dark*. *Shadow of Oblivion* is, for the most part, pitch-black. Even with the contrast control on the office telly wrenched all the way up to 'retina-burning', we had to squint to make out anything more than the odd, light brown patch of wall.

It's worth the eye strain, though, as *Turok 3* has come on in absolute leaps and bounds since we last had a good go on it in **N64**/42. The levels have been tidied up, with an expansive and gorgeous military base (obviously modelled on the PC's excellent *Half-Life*) having popped up from nowhere. And, in place of the mincing folk who filled the pre-E3 version of the game, *Turok 3* is now choc-a-block with grotesque, acid-chucking monsters and scampering humans who lose their arms and legs to Danielle or Joseph's shotgun, and gush blood from their severed joints.

Most astonishing are the cut-scenes. Up till now, characters in real-time movies have practised the ventriloquist's art of speaking through tightly closed lips. For *Turok 3*, though, Acclaim have developed a ground-breaking system whereby Danielle and Joseph's mouths move with the words in a disconcertingly authentic fashion. With every part of a character's face – eyebrows, cheeks, chin, even nostrils – working to create a bewildering array of facial expressions for each segment of speech, it's truly astonishing stuff. Married to the quality voice acting (see **N64**/39 for juicy behind-the-scenes details), *Turok 3*'s cut-scenes better the ones in *Perfect Dark* on every count.

In another attempt to match the might of Rare, *Turok 3* works much harder than its prequels to immerse you in a believable world. Policemen stalk the streets, chasing you relentlessly if you get in their way; unfortunate scientists are gobbled by monsters and crushed beneath falling machinery; and the government-controlled army base *feels* like a proper military establishment, with grimy soldiers' barracks, personnel peeping over sandbag walls, a crate-filled warehouse and an unnerving underwater observatory hidden deep below ground.

Staying faithful to its heritage, *Turok 3* is *very* violent. There's an explosion of blood – literally – for every bad guy dispatched, leaving messy stains on walls and ceilings, and twitching corpses with soggy red stumps where the head, legs and arms should be. The bigger the gun you choose to use, the nastier the result, and with the Fireseed twins' arsenal taking in assault rifles, grenade launchers, fire-spitting cannons and the trusty Cerebral Bore – plus controls much improved since the slightly sluggish *Turok 2* – you can be assured of some downright horrific sights in Acclaim's threequel.

With Dienstbier's team working at a furious pace, *Turok 3* is still on for an early September release. Difficult though it may be, it'll be worth tearing yourself away from the marvel that is *Perfect Dark* in order to witness Acclaim at their deliciously gory best.

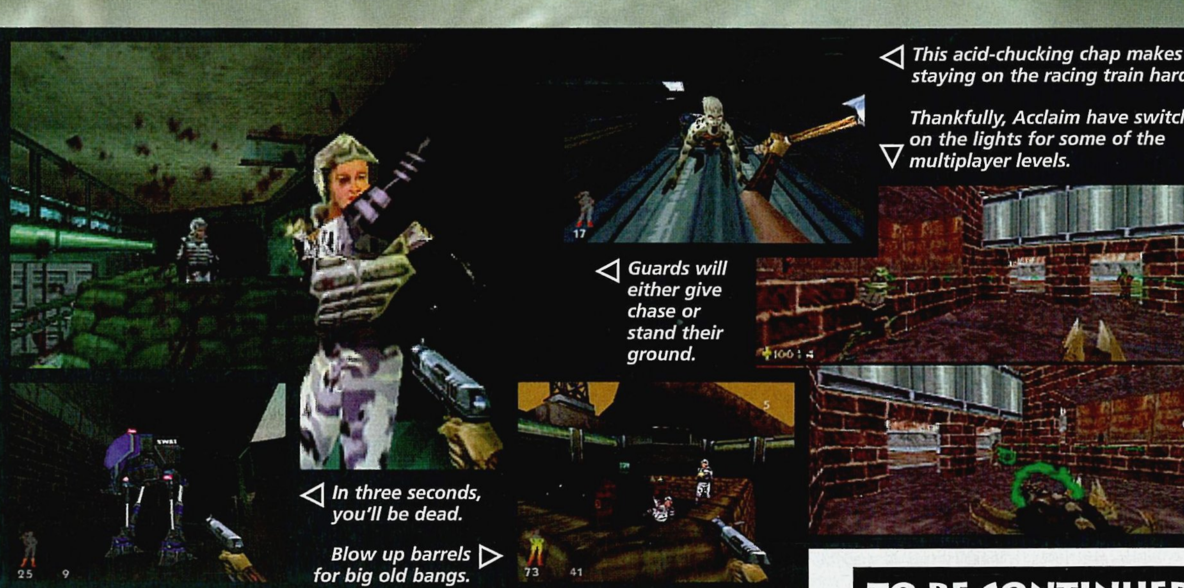
VISUALS ***...Turok 3 works much harder than its prequels to immerse the player in a believable world.***

In high-resolution mode, *Turok 3 looks gorgeous.*

The starting city owes plenty to Robocop.

Oops! We did it again. And look at that fountain of blood! We feel a bit sick.

OBLIVION



This acid-chucking chap makes staying on the racing train hard.

Thankfully, Acclaim have switched on the lights for some of the multiplayer levels.

Guards will either give chase or stand their ground.

In three seconds, you'll be dead.

Blow up barrels for big old bangs.

TO BE CONTINUED... Keep 'em peeled for more shots of *Turok 3* in the very next issue.

FIRST PLAY OF RARE'S STUNNING PLATFORMING SEQUEL!

An angry patchwork dinosaur, eh? At least it's an improvement on the last game's talking toilets.

With this and Dino Planet, Rare's visuals are better than ever.

You can harness Mumbo's magical powers for your own devious ends in Banjo-Tooie.

BANJO

INFO BURST	
BANJO-TOOIE	
FROM:	Rare
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Oct	Nov	TBA

ANTICIPATION RATING

Classy bird – and look how far the background stretches into the distance.

You'd have thought that Rare would be creatively spent after years slaving on the *Perfect Dark* cart, and all ready for a long hibernation before tucking in to Dolphin. In fact, the next six months are set to be the developer's busiest ever, and *Banjo-Tooie* is just one of the Rare games that's looking more exciting by the minute.

Martin gave *Banjo-Tooie* a good going over at the E3 games show in LA, and he came back much clearer about what happens when Banjo and Kazooie part company mid-game. The bear can swipe his empty backpack at enemies, pull it over his head to breathe underwater, or stuff bad guys inside. Meanwhile, Kazooie, free of the confines of Banjo's leathery sack, can fly all over the shop, and hatch helpful beasties by squatting on eggs. When the bird's safely tucked back inside Banjo's backpack, most of the moves from the original game are available – although Banjo can now tuck Kazooie under his arm for some quality first-person egg-spitting action.

VISUALS the crispest, shiniest and most convincing aquatic environments on the N64.

It's reminiscent of the multi-character system that Rare pulled off so successfully in *Donkey Kong 64* – even more so when you throw Mumbo in as a third controllable character. Using his infamous magic staff and disaster-prone spells, he's able to open up new areas for the bear-bird duo. In one section Martin played at E3, Mumbo

After kicking Kazooie out of his sack, Banjo can settle down for a well-earned nap. Aw.

There's at least one minigame per level – this is football in Lava Land.

Banjo can store water, enemies and useful goodies in his bag.

A smart mirror effect there, perfectly reflecting Mumbo's bony bonce.

Banjo-Tooie's *levels are simply* massive – *this is just one teensy part of the gorgeous Mayan-themed level.*

-TOOIE

follow the bear

oxygenated a stretch of water, allowing Banjo and Kazooie to swim beneath the surface without needing to come up for air. Clever – if liable to have your science teacher tutting and shaking his head.

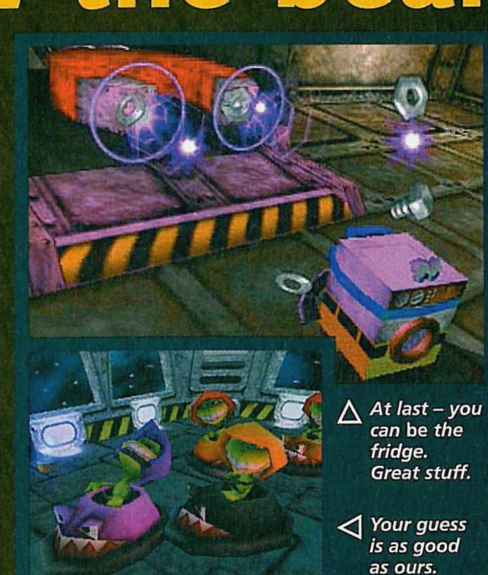
Rare are promising to give *Banjo-Kazooie*'s frustrating camera a strict talking to for the sequel – happily, Martin didn't experience any problems during his playtest – and expect the Expansion Pak to be put to good use, creating the kind of

MASTERY *Kazooie can fly all over the shop, and hatch helpful beasties by squatting on eggs.*

There's a distinctly prehistoric theme to much of *Banjo-Tooie* – the joined-up duo battle miffed Pterodactyls, stumble upon colossal Stegasauri, morph into massive T-Rexs, and soar over rocky outcrops that are straight out of Walking With Dinosaurs. But there's also a bizarre football game to be played – using a couple of molten balls and goalposts scrawled on walls – and the chance for Banjo to race down some spectacular icy mountains in the shape of a giant snowball. Keep an eye out, too, for a pair of livid green and purple monsters, one holding a daisy and the other holding a sausage – we have *no* idea what they're for, but they make us giggle.

medium-resolution wonders and eye-dazzling lighting effects that *Donkey Kong 64* was overflowing with. Martin claims that Rare have 'done something' with the underwater sequences, fashioning the crispest, shiniest, and most convincing aquatic environments the N64 has ever seen – even better than *Donkey Kong*'s stunning watery worlds.

All this, and still no word on exactly how *Banjo-Tooie* will open up the secret areas left unexplored at the end of *Banjo-Kazooie*, or exactly what form the 'unique' four-player battle mode will take. All will be revealed in the very next issue...



At last – you can be the fridge. Great stuff.

Your guess is as good as ours.

TO BE CONTINUED... A massive dollop of *Banjo-Tooie* info in **N64**/45.

QUICK JUMP TO RETROWORLD p16 NEW GOODS p15 NEW N64 p13 PREVIEWS p18

£15,000 Games Challenge!

Are you Britain's best GoldenEye player?



Reckon you're one of the UK's best gamers? Here's your chance to prove it in the very first Gameplay UK Console Championships. It's a national contest to find the ultimate players on each of three games – *Gran Turismo 2* on PlayStation, *Soul Calibur* on Dreamcast, and *GoldenEye* on N64. And if the glory of competing in such a prestigious event isn't sufficient incentive, there's a total prize fund of £15,000.



Fancy making money from playing games? Here's your chance!

N64 Magazine is the official sponsor of the *GoldenEye* tournament, and judging by the standard of play we saw at the Multiplayer Challenge event we held last year, it's definitely going to be one of you lot that picks up the first prize. The competition will take the format of four-player matches, random arenas and weapons, normal scenario, five minutes.

The final will be held at the Live 2000 show at Earl's Court, London on September 23rd, but to stand a chance of getting there you're going to have to battle through a regional qualifying heat. There are four of these, beginning in Cardiff on August 5th, moving to Glasgow on August 12th, Leeds on August 18th and London on September 9th. Two winners from each heat will be invited to appear in the final, but there are cash prizes of up to £250 for placing in the top eight.

The winner of the final will scoop themself a cool £1,000, with the runner up getting £600, third place getting £400 and fourth place earning £200. And that's on top of the regional prizes, plus there will be extra prizes for the top three female players in each heat – so if you get through to the final and you're a girl, then you're going to be in for a seriously satisfying pay day.



Last year's event at Earls Court, where Live 2000 will see the UK Console Championships – with £15,000 of prize money up for grabs. Bonzer!

So how do you sign up? Just go to **www.ukconsolechamps.com**, where you'll find an entry form and full details of the rules and regulations, or call 020 7388 0004. Places in the heats are limited to 64 in each region, so a deposit of £10 is required. Don't worry – your cheque won't be cashed, and you'll get it back when you take your place in the qualifiers (or if you don't make it into the event). One stipulation is that players must be aged 15 or over, and if you're under 16 you need to get your parents to sign a consent form.

Time is tight, particularly for the Cardiff event, so sign up as soon as you can, spend the next few weeks getting some practice in, and we'll see you at the final!



POKÉLICK

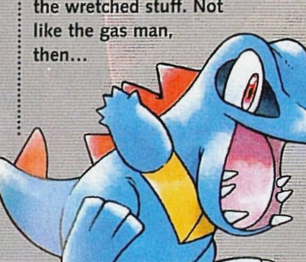
Pokémon... are gonna lick ya.

More crazy food-related Pokémon merchandise afoot, Pokéchums! Wisely, the powers that be have gone for an ice lolly deal. Featuring the likes of Pikachu and Lickitung, the aforementioned slurpables will be available in Lemon or Strawberry configurations. They will also be sprinkled with 'colourful candies', just to keep the sugar levels of rabid Pokémaniacs at stellar levels.

WEBVAN

Pokémon... are coming to your house.

Via the mixed blessing of the Internet, you can get pretty much anything delivered to your door. Now, the geniuses at work in the States have extended this option to videogames. The Webvan Group have announced plans for a pizza-style delivery system for games. Not rental, mind, more's the pity, but what distinguishes it from current services is this: you can specify a definite 30-minute window for the game's arrival, which means you don't have to wait in all day for the wretched stuff. Not like the gas man, then...



POKÉ YOUR TONGUE OUT

Pokémon... set to heal the world.

The medical profession has now been graced by Pika and his band of mutant nurses. American medical giants Curad have come up with bandages featuring colourful pics of Pokémon. The ad states, in all seriousness, that kids should not wilfully wound themselves with the aim of bagging more of these HP Up-style things.



Nintendo's new console!

Dolphin's here!? Ha! No, fooled you!

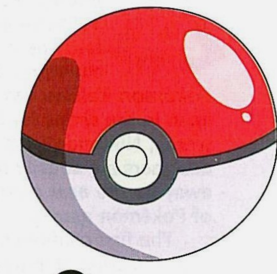
We've all had fun dreaming about what Nintendo's next console might look like. **Well, here's a little taster, in the form of the limited-edition Pikachu N64. The latest thing to come out of Nintendo's R&D department, it's an N64 with a difference.**

A different casing, anyway. There's no new technology inside (not even a free Expansion Pak), but we want one all the same because splattered all over the extended right-hand side of the beast is our favourite Pokémon.

Pikachu is lovingly crafted in solid plastic, striking a typically fun-filled pose. His cheeks light up when you flip the power switch (which has now been remodelled as a Poké Ball) and his ticklish right foot replaces the reset button. The front panel sports an attractive Pikachu logo which is also mirrored on the chic two-tone controller supplied as standard. A choice of two colour schemes offers a blue or orange top panel, guaranteed to coordinate with any bedroom decor, and both options feature a striking yellow base.

The new-look N64 is released in Japan on July 21st, the same day, coincidentally, as the second Pokémon movie goes on general release in the States. You'll have to wait until September to get hold of one of these cool limited editions over here, when they'll be launched to coincide with the release of *Pokémon Snap*. And the price? A mere £84.99.

Aaw, cute. Pokéfans can get their Pikachu fix even when their N64 is off.



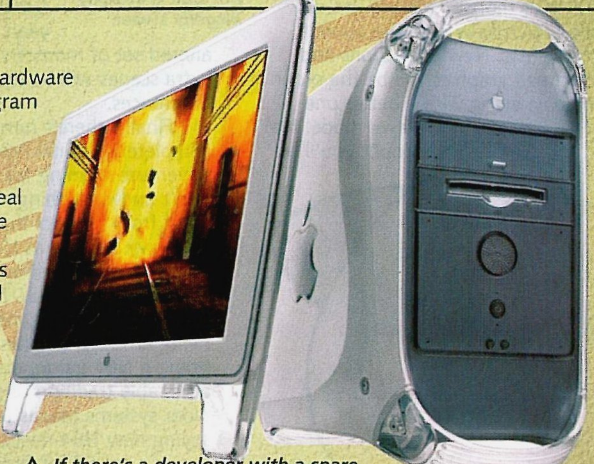


DOLPHIN SPEAK!

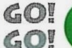
The eighth installment in our monthly guide to overly complicated Dolphin jargon...

No.8: Dev kits

A dev kit is the highly specialised piece of hardware and software which allows developers to program a console. It's usually just a circuit board which plugs into a PC, along with extras like controller ports, a cartridge reader and whatever else is needed to get the machine to behave like the real thing. Until recently, Dolphin developers have had to make do with emulators running on Apple's Macintosh G4, a computer which uses the same family of processor as the Dolphin (and the very thing we use to produce this mag). It was a slow and unsatisfactory process, but now that the last piece of Dolphin hardware – the ArtX graphics chip – has been finalised, finished dev kits are being delivered to software companies around the world. At last developers can see how well their games play on a real Dolphin.



If there's a developer with a spare Mac Dolphin emulator now, well...

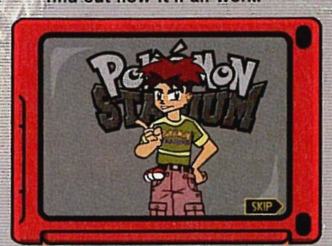




POKÉDREAMS

Pokémon... cater for your fantasies.

In another clever cross-media manoeuvre, zealous Trainers can now enter an entirely fictitious Pokémon Fantasy League. Just like Fantasy Football, you make up your dream team and pit them against the dream teams cobbled together by jokers worldwide. And there are prizes on offer, folks, ranging from a humble Pokémon card pack to a stonking $1000 worth of Pokémon Master shopping spree action. Check out the website www.pokemonstadium.com to find out how it'll all work.





Pokémon: The Next Generation!

Pichu loves you!

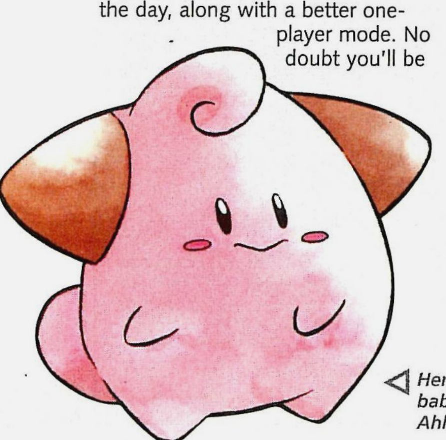
Although *Pokémon Stadium* is still fairly new in this country and *Pokémon Yellow* has only been in the shops for three weeks, Nintendo's top designers are already beavering away on the next generation of Pokémon games.

The first confirmed title is a new *Pokémon Stadium* – the third version Japanese gamers will have seen – which is likely to be called *Pokémon Stadium GS* when it reaches this country. The new game will feature all of the extra 100-plus monsters found in *Gold* and *Silver*, as well as the current 151 beasts. New animations and improved graphics will be the order of the day, along with a better one-player mode. No doubt you'll be able to play *Gold* and *Silver* via the Transfer Pak too.

Next up is a special-edition Game Boy version, currently known as *Pokémon Bronze*. It will be a companion to the *Gold* and *Silver* versions in much the same way as *Pokémon Blue* was to *Red* and *Green* in Japan a few years back. A slightly altered set of monsters and a few extra scenes will be the only major differences.

Little Pichu is cute, but Upii is actually illegally sweet.

Finally, there's rumoured to be a completely original Pokémon adventure heading for the N64. We don't know anything else about it apart from the fact that it's protected by heavy security at Nintendo's Kyoto HQ. Could this perhaps be the long-awaited *Pokémon 3D*? If it is, then we reckon it stands a good chance of being an early Dolphin title rather than an N64 game, but Nintendo's admirable tradition of supporting their older systems means we could still be seeing new N64 releases well after the launch of Dolphin. Anything's possible! Watch this space...



Here's Pii, a baby Clefairy. Ahhhh. Lovely.

Win! Chewits goodies!

Finger Bikes are where it's at. They train up those essential finger muscles – and that's what it takes to be as hardcore as our Mark. Now you can combine digital exercise with chewing technique! Imagine that! Chewits are launching a competition to win one of 5,000 rare gold Finger Bikes. So there you go. Final, incontrovertible proof that sweets are good for you. To commemorate this momentous union, we have six goodie bags to give away. These contain a Chewits rucksack, a Finger Bike, mouse mat, disposable camera and half-price processing envelope from Truprint. What's that? Not enough? Oh, alright then. How does a year's supply of Chewits – including NEW Cherry and Mint flavours – sound? There. That shut you up.

To get your mitts on one of the bags, answer the following question:

Which one of these words means the same as 'chew'?

a) Oscillate
b) Masticate
c) Salivate

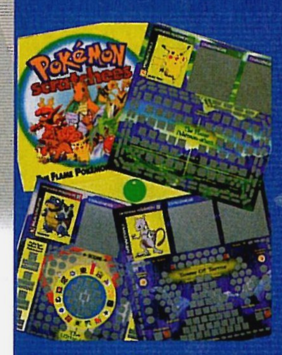
Send your answer to:
Chew make me feel mighty real, **N64** Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

The first six correct entries out of the hat will have commemorative plaques mounted on their houses for future generations to admire. Or something.

NEW GOODS

in association with Gear4Games The Game Merchandising Company

Call them on: 01621 877222



POKÉMON SCRATCHEES

Hobby Games • 01903 730998 • £4.99

There's a whole new dimension to the Pokémon phenomenon coming to corner shops near you soon. We've had trading cards, we've also had lottery scratch cards. So now? Pokémon battle scratch pads! You and a close friend scratch off the relevant scratchy bits to do the business. There'll be themed packs, including 'Tower of Terror' (a psychic guessing game), 'Flame Pokémonathon' (a racing game) and 'The Ultimate Test' (a sort of duel). You get eight cards per pack, making them a bit cheaper than lottery cards – and a heck of a lot more entertaining.

89%

POKÉMON MONOPOLY

Hasbro • 01633 278770 • £29.99

Monopoly now exists in every possible flavour or permutation known to humanity. For now, you see, instead of the boot or car, you can take on the mantle of Clefairy or Blastoise as you race around the Gyms snapping up the Pokémon on offer. You'd expect the rules to be standard, but now if you roll a double, all kinds of craziness occurs, like snatching property or teleportation – which should make the game a bit more exciting. It's colourful, well laid-out and so on, as you might expect, but our 'collectible' chums, the most important bit, are woefully small. Somebody explain, please!

75%

POKÉMON CHOCOLATE MOULD

Tomy • www.tomy.com • $6

Sold only in Japan, but worth the effort to import it, this is best explained in stages.
1) Get your chocolate.
2) Melt it down.
3) Pour it into the Pokémon-shaped moulds and insert a stick to fashion a lollipop.
4) Pop in the fridge for a bit. *Voilà!* A lickable Pikachu, Togepi, Clefairy and co. at your mercy. You can slap on a sticker and make a little present for your beloved. But where's the ice-lolly option?

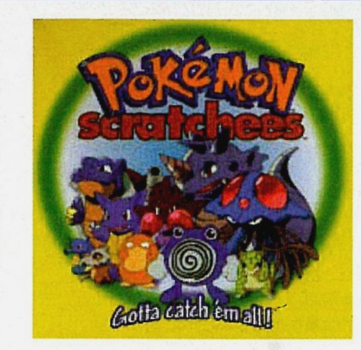


80%

POKÉMON CCG THEMED DECKS

Wizards of the Coast • www.wizards.com/pokemon • $10

Themed decks are hot property at the mo, and we've managed to procure the two Fossil decks, only available in the US. The Bodyguard deck comprises tough Pokémon that are hard to knock out, whereas the Lock Down deck has cards that either help you ignore your opponent's attacks, or prevent your opponent attacking. Serious stuff. The Team Rocket Trouble deck is laden with trickery and Dark Pokémon. With each deck, you get a Pokémon coin and damage counters. These themed decks are a nifty, if pretty cynical effort to encourage excessive investment.



79%



PERFECT DARK BEERMAT

Bars all over America • Free

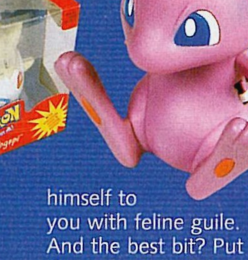
Er, right. Kittsy came back from E3 clutching an armload of these alcohol-supporting devices. He tried to scrape a Joanna Dark poster off the wall of the gents in LA as well, but to no avail. This all goes to show how enormous a game *Perfect Dark* is, and how Nintendo are gradually shaking off the shackles of a kiddy image. Amazingly, this is the one piece of promo material that doesn't have an infeasibly luscious female plastered all over it, relying simply on the name to inspire awe.

88%

TALKING, POWERED POKÉMON

Tomy • www.tomy.com • £8

These are smart. Once you've screwdrivered in a battery and switched them on, the interactive pleasure begins. Via the gift of magical forces, Togepi, Mew and Psyduck sense the movement of your hand and spring into noisy action. Psyduck gyrates his manly hips, Togepi rocks from side to side, and Mew endears himself to you with feline guile. And the best bit? Put them next to each other and they set themselves off! We've had them chatting intelligently about international politics for days, all using only their own names. This is top-quality entertainment.



98%

WIN! A GOOD SCRATCH!

Scratch yourselves silly with the collectible scratchers included in the six sets of new Pokémon Scratchees we have to award to lucky winners. But it's not that simple, oh no. You have to answer this devilish poser first:

What's the 'art' of schmoodling vinyl records known as?
a) Scrumping b) Itching c) Scratching

Send answers on a postcard or sealed-down envelope to:
Scratch 'n' Sniff Competition
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

To reach us no later than 31st July.





POKÉMOM

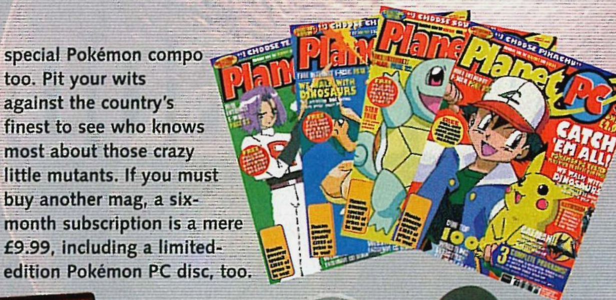
Pokémon... love their mummies.

As Pokéfever rapidly overtakes the world's major religions, particularly loyal acolytes are being raised to the status of demigods. Such a one is Diane Bergquist from Washington. She toiled for hours over a 100-word essay on why Pokémon has worked wonders for her family. She claims the monsters have turned her offspring into razor-sharp mathematicians and scientists. She invents new Pokémon cards with her kids, and that brings them all together. Cute.

POKÉPC

Pokémon... are featured in another magazine.

The spirit of competition is alive and well in our beloved sister mag Planet PC. This month's issue features not only four collectible covers (worth millions in years to come) but they're running a special Pokémon compo too. Pit your wits against the country's finest to see who knows most about those crazy little mutants. If you must buy another mag, a six-month subscription is a mere £9.99, including a limited-edition Pokémon PC disc, too.



RETROWORLD

Wallowing in the tear-filled swamp of nostalgia.



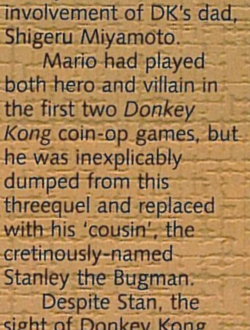
DONKEY KONG 3
Nintendo • 1984

It's not often that Nintendo mess up, but *Donkey Kong 3* – which arrived in the arcades after the coin-guzzling success of *Donkey Kong* and *Jr* – was a disaster, mainly thanks to the non-involvement of DK's dad, Shigeru Miyamoto.

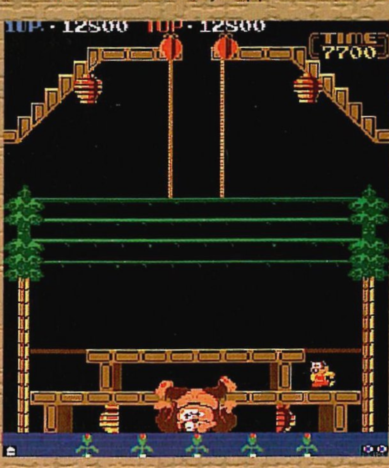
Mario had played both hero and villain in the first two *Donkey Kong* coin-op games, but he was inexplicably dumped from this threequel and replaced with his 'cousin', the cretinously-named Stanley the Bugman.

Despite Stan, the sight of Donkey Kong himself swinging from vines and flashing his trademark disturbing grimace on the title screen convinced *Donkey Kong* fanatics that part three would continue in the series' tradition of irresistible screen-climbing and enemy-dodging antics.

They were to be bitterly disappointed. *Donkey Kong 3* was little more than a thinly-disguised clone of Namco's *Galaxians*. The big ape would rattle a pair of bees' nests at the start of each level, sending irate insects swooping towards the bottom of the screen. Inevitably, Stanley's job was to loose off his pitiful bugspray gun at the buzzing pests, while forcing Donkey Kong to the very top of the screen. It was unspeakably bad – and Stanley topped even Luigi in the 'rubbish relations of Mario' stakes.







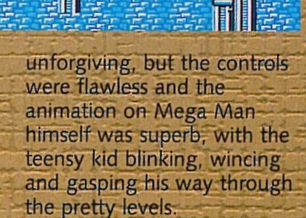
Given the disastrous performance of *Donkey Kong 3* in arcades, it's hardly surprisingly that a third sequel – imaginatively codenamed *Donkey Kong 4* – was scrapped at the design stage. And, whereas classic characters like Ness, Samus and Kamek have made surprise comebacks on the N64, Stanley – thankfully – looks set to remain incarcerated in Yamauchi's dungeon indefinitely.

MEGA MAN
Capcom • 1988

As if by magic, *Mega Man 64* popped up on Capcom's stand at E3 a couple of months ago, prompting the inevitable question from thousands of bemused N64 owners: just who is this blue-suited young fellow by the name of Mega Man?

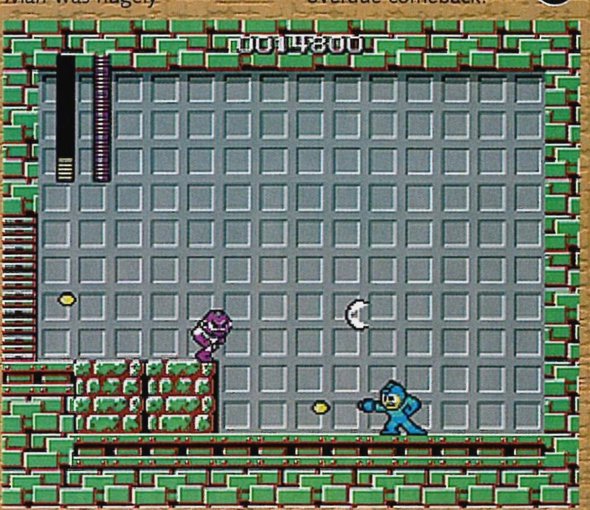
The bionic boy's history stretches all the way back to the '80s, when he starred in this tough little platformer on the NES. *Mega Man* was, in many respects, simply a brazen rip-off of Shigsy's own *Metroid* – run along platform, shoot floating enemy, unlock sliding door, and so on. But, thanks to a couple of neat innovations, plus a hero with bags of character, Capcom created a monster – the game proved so popular, it has already prompted at least *ten* sequels.





The level design of *Mega Man* was often ingenious enough to surpass Nintendo's own. With pea-shooting bad guys and indestructible stone monsters rocketing around the screen, making it through unscathed meant timing your leaps, ladder-climbs and laser shots, while sprinting past imposing, clam-scattering machines. With enemies who could infuriatingly shoot through walls, and few chances to replenish your energy, *Mega Man* was hugely unforgiving, but the controls were flawless and the animation on Mega Man himself was superb, with the teensy kid blinking, wincing and gasping his way through the pretty levels.

Mega Man 64 won't bear much relation to its forebears, being more an RPG than a platformer, but it's heartening to see the little man in the cute blue helmet making a long-overdue comeback. N



NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

WWF No Mercy

Increased slappage! THQ just don't let up...

After the phenomenal success of THQ's *Wrestlemania 2000*, what new features could they possibly include in this latest outing? Well, first and foremost, there's the all-new Ladder Match: pummel your foe into the canvas, then whip out a ladder and climb up to get your gloved hands on the belt – which you'll now be able to wear. And if things don't seem to be going your way, simply grab the ladder and hurl it at your opponent's head!

In *No Mercy* you'll also be able to step into the ring of honour and act as the referee; you can be blatantly biased, tease the crowd or simply get your mitts dirty.

When a weapon gets knocked out of your hands, you or anybody else will be able to pick it up and start anew. Unfortunately, though, this means that only a limited number of weapons will be available onscreen at any time.

The roster of wrestlers has been significantly expanded, too. Now you'll be able to choose one (or more) of 80 superstars, each with their own particular signature moves. Japanese developers Aki/Asmik are raving wrestling fanatics, so you can expect up-to-date attention being lavished on the minutiae of the wrestlers' behaviour. They won't be caught doing stuff their real-life counterparts abandoned years ago.

And there's more: the Create-a-Wrestler facility has been expanded and there'll be some kind of link-up with the Game Boy Color version. THQ have also tinkered with the incredibly duff crowd. We can't wait for this. More news just as soon as we get it.

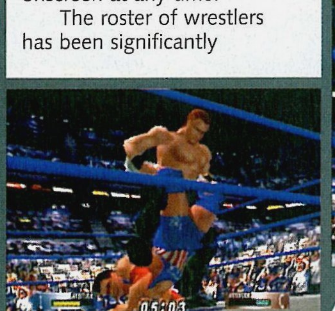
A pair of bicep-laden wrestlers, about to put an end to both their careers.

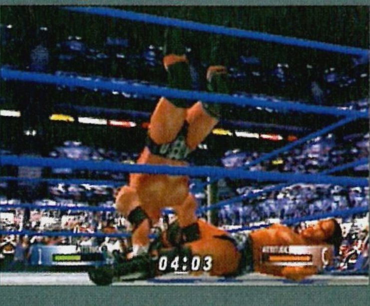


Mark our words, it'll be the best rasslin' game yet.

This'll be The People's Elbow, then. Possibly.

These two will be last in the wheelbarrow race.





The stadiums in WWF No Mercy are colossal, and mighty purdy, too.

Q & A

Mmmm. Any new scrapping venues?
Yes indeed. Smackdown will be available and there'll be other venues on the go, but details of these are scant. Expect more familiar, spectacular glamourfests.

How about new wrestlers?
Oh yes! Tazz, Rikishi, Chris Benoit, Kurt Angle and the Dudley Boyz will all be showing their revolting mugs. Hopefully this means something to you.

Any wrestler-specific weapons, eh?
All we know is that HHH will be able to grab his water bottle from the surprisingly helpful crowd.

Anything else?
Rumours are circulating about a Spanish announcer's ringside table. Presumably you'll be able to smash it up or throw opponents onto it.

INFO BURST

WWF NO MERCY	
FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	Yes

WHEN'S IT OUT?

US	UK	Japan
Autumn	Dec	TBA

ANTICIPATION RATING



Mario Tennis

Mario and friends are making a racquet.



Daisy's not the strongest of players, but put a racquet in her hand and she can still smash with the best.

Due out in Japan by the time you read these very words, *Mario Tennis* simply can't arrive soon enough. By combining the wonders of SNES *Super Tennis* with the irresistible *Mario* universe, Camelot look all set to bring us the greatest videogame tennis title ever.

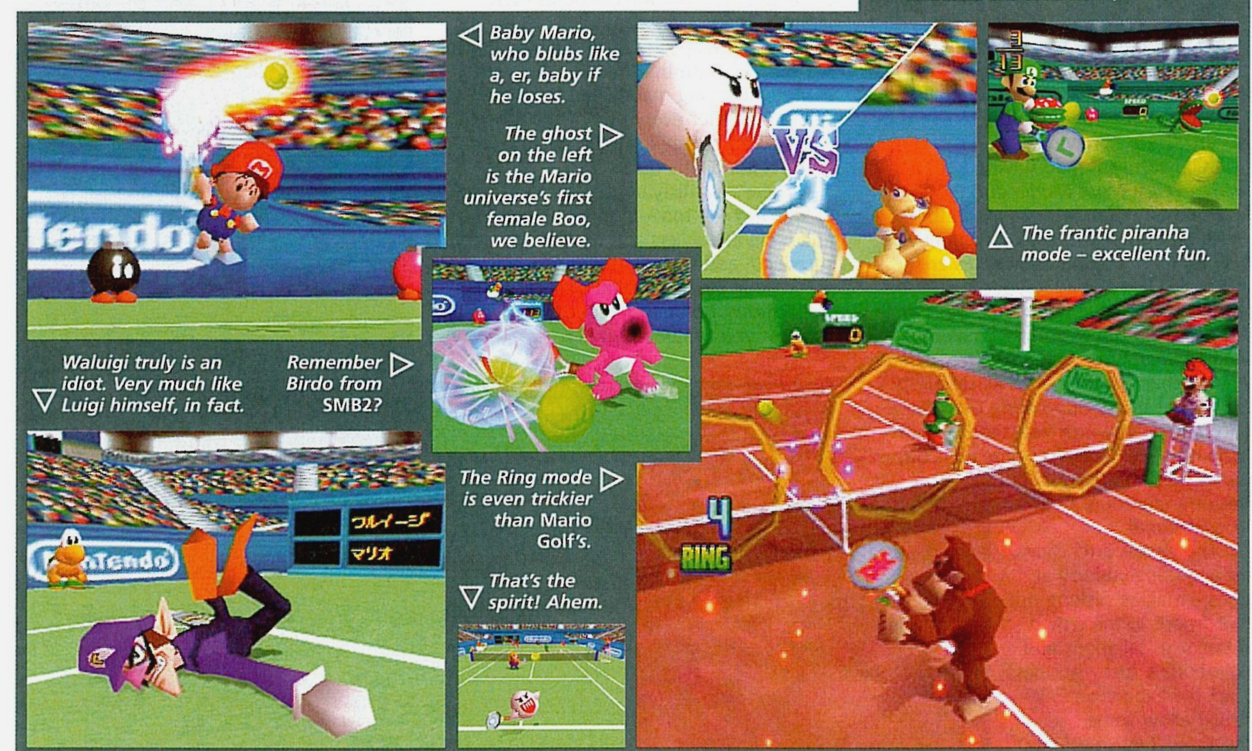
As well as the usual Exhibition and Tournament games, *Mario Tennis* is brimming with ingenious challenge modes. Ring mode – where you compete to guide the ball through golden hoops – is borrowed from *Mario Golf*, but there's also a fantastically fun Battle game, which works a bit like *Mario Kart* by handing you opponent-scuppering Koopa shells and banana skins, plus Piranha Plant Panic, which involves frantically returning volleys from a ball-spitting Piranha Plant.

It makes for the best multiplayer gaming since *Mario Kart* itself, and also the best-looking. For every 'Great' or 'Perfect' shot made, you'll bear witness to an explosion of special effects on the racquet and ball, and there's a fully-customisable replay camera system that gives you the opportunity to study volleys, lobs and smashes in detail. For normal play, though, *Mario Tennis* uses the standard behind-the-court view – which puts you in the best position for Mario and co's hilarious mid-game animation. Luigi's tendency to punch the ground when he misses a shot, in particular, is priceless.

With flawless controls and smooth-flowing play – it's near-impossible to hit the ball out of bounds – *Mario Tennis* promises to be as comprehensive, accessible and downright loveable as Camelot's own *Mario Golf*. We'll bring you a comprehensive playtest of the Japanese version of the game in a couple of issues time.



Toad's about to have his stupid hat knocked off. Well done, Wazza.



Baby Mario, who blubs like a, er, baby if he loses.

The ghost on the left is the Mario universe's first female Boo, we believe.

The frantic piranha mode – excellent fun.

Waluigi truly is an idiot. Very much like Luigi himself, in fact.

Remember Birdo from SMB2?

The Ring mode is even trickier than Mario Golf's.

That's the spirit! Ahem.

Q & A

Anyone for tennis?

There are 16 characters in all. Baby Mario is back from his successful stint in Mario Golf, along with a female Boo, a young girl named Daisy, and Birdo, a super-obscure pink dinosaur from Super Mario Land 2 on the NES. You'll doubtless need to download some characters from the yet-to-be-announced Game Boy version.

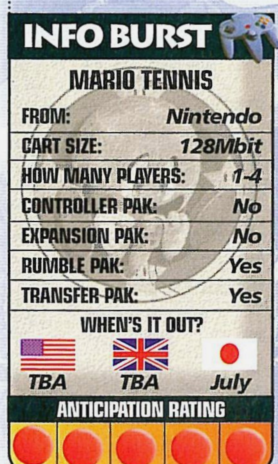
How do they differ?

Individual strengths and weaknesses. Waluigi, Luigi's twisted brother, has gangly limbs that make him perfect for scampering around the court at high speed, while DK lacks speed, but can smash the ball over the net by calling upon his terrifying ape-like strength.



Is there any 'crazy' stuff going on?

Yep – the superb Bowser's Castle court rocks from side to side, sending players skidding off into molten lava. Otherwise, so far we have only seen a fairly routine selection of grass and clay surfaces, but we'll bet good money on a batch of outlandish courts being hidden somewhere deep within Mario Tennis.



INFO BURST

MARIO TENNIS

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	Yes

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	July

ANTICIPATION RATING

GO! GO!



Q & A

How many missions? *Around 57 in all – almost half of which are from a Starcraft add-on pack that was released for the PC, but which is bundled in free with the N64 version. You can also take part in random battles with the computer, or – intriguingly – create custom scenarios to tackle.*

What do missions actually involve? *Storming enemy bases, razing alien installations, or defending your own territory. The missions take place anywhere from planetary surfaces to deep space.*



And who are these three alien races? *You can choose from Zerg, Terran and Protoss. Each race has its own style of weapons, buildings and vehicles, and also a unique way of adapting in battles. Terran structures can be moved mid-fight, while the Zerg's effectiveness depends almost entirely on weight of numbers.*

It'll be good, then? *Yep. Banish the thought of another Command & Conquer-like travesty – Starcraft will bring real-time strategy to the N64 in style.*



INFO BURST

STARCRAFT 64	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
June	Oct	TBA

ANTICIPATION RATING



You'll come across a succession of jobsworth army types during Starcraft's missions.

There's a comprehensive encyclopedia in Starcraft, chock-full of important info on the game's three alien races. A useful addition.

You can't fire a single bullet until you've built some soldiers.

The controls make selecting groups of troops simplicity itself.

On many levels you'll need to clear land before you can build.

Starcraft 64

Real-time strategy... in space!

Nintendo's release policy gets more perplexing by the minute. *Starcraft* has been ready and *on sale* in PAL form in Australia for ages, but we'll have to wait another three months to see it in the UK. Crazy behaviour.

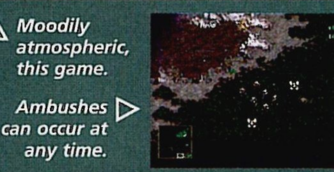
Still, with Nintendo having kept a beady eye on Mass Media during development, *Starcraft* has made the transition from PC to N64 surprisingly well. All three original alien races are intact, and the myriad keyboard controls of the original have been expertly mapped onto the C-buttons, making building weaponry, organising troops and sending them to their ends all simplicity itself. After the disappointing *Command & Conquer 64*, which was saddled with some horrifically cumbersome controls, *Starcraft*'s promised precision control is a welcome treat.

The visuals are disappointingly blurry at times – making picking out your troops in the crowd of tanks, installations and explosions a tricky business – but the Expansion Pak should allow some impressive high-resolution detail to kick in, enabling you to mark individuals for grisly death with ease. The speed's the thing, though – it's pleasing to see the fast pace that had PC *Starcraft* owners salivating maintained for the N64 version, and for every one of the 30-odd levels. Even the split-screen, two-player mode is blindingly quick.

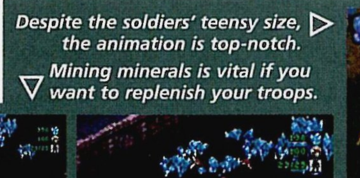
There's a satisfying quota of violence in *Starcraft 64*, too – blood is sprayed far and wide as soldiers and aliens are shredded, and screen-shuddering blasts accompany the destruction of enemy installations. Roll on October, then – unless you live down under.



Moodily atmospheric, this game.



Ambushes can occur at any time.





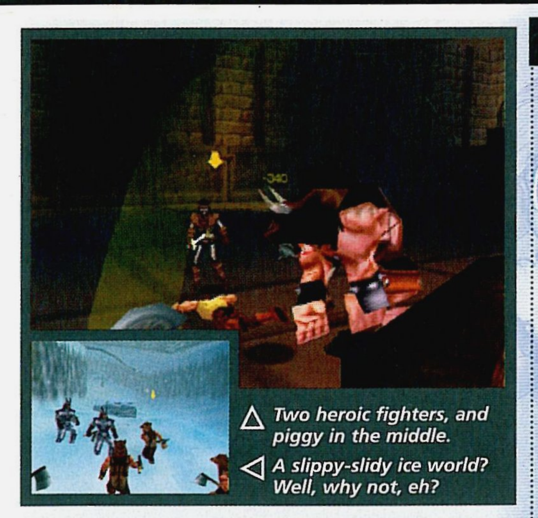
Despite the soldiers' teensy size, the animation is top-notch.

Mining minerals is vital if you want to replenish your troops.

Bland looks, but a lovely little game.



NEW PICS NEW PICS NEW PICS NEW



△ Two heroic fighters, and piggy in the middle.

◁ A slippy-slidy ice world? Well, why not, eh?

Hercules
The Legendary Journeys

Hey! Don't pull my leg end.

Following up on the global success of the heavily-syndicated TV series, *Hercules: the Legendary Journeys* follows our hero plus his comrades – Iolaus and Serena the Golden Hind – as they search for magical thingybobs to stop Ares doing bad things to Herc's dad Zeus.

You'll take control of each of these three, who, in standard videogame fashion, have different abilities. Hercules is strong, Iolaus is nimble, and Serena has a bow. The three will be faced by a variety of oversized bosses who, if the show is anything to go by, will be Titan-tastic. A blend of ingenuity and frantic button-mashing should get you through.

That said, it's a 3D scrapper with the odd RPG element. It looks like it might end up being a little bit like *Zelda*. Puzzle-solving will also feature heavily, but early indications suggest these are fairly non-taxing, consisting of item collection and the like. Action takes place across 12 distinct worlds, and isn't looking too shabby. We've seen Herc in motion and his animations, however, aren't exactly brilliant. But let's face it, how hard can it be to improve on *Superman*?



◁ Like Majora's Mask, multiple enemies can attack as you wander about the landscape.



Q & A

What sort of places will be featured in the game?

The locations are designed to showcase the graphics engine, which incidentally looks clear of fog, though may feature character fade-in. The sunny seaside town of Porticus will make an appearance, as will the frosted peaks of the imaginatively-named Alpsius. Alternatively, expect bandit-scrapping fun within the confines of the forests of Traycus. Naturally, given Herc's semi-divine genepool, a visit or two to the crib of the gods, Mount Olympus, will be essential.



Can you do all sorts of cool attacks?

We know so far that Herc can sidestep, block, perform a dive-attack, and chuck things around. Best of all, you should be able to pick up a stunned henchman and lob him at his comrades. Sweet!

And, well, will it be any good?

It's a hard to tell at the moment. Things are looking alright, but previous efforts from Titus include Xena Warrior Princess and Superman – that doesn't bode very well.

INFO BURST

HERCULES	
FROM:	Titus
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Aug	Sept	TBA

ANTICIPATION RATING

Q & A

Hang on – I can see fog!
Ah, that's for effect, you see. You can customise the fog from 'light mist' to 'a real pea-souper' on any track, as well as tinker with the gravity. There's also the option to mirror and reverse each course from the start.

Fully customisable, then?
Yep – even the 13-or-so cars can have their engines, torque, suspension, tyres, paintwork and even wheel rim fiddled about with. It doesn't make all that much difference to the way your vehicle handles, though.



Handlings a bit iffy all round, is it?
Sort of. You'll spend the first few minutes piling headlights-first into crash barriers, but with practice, tyre-screeching powerslides aren't completely out of the question. And, unlike Rush 2, there's definitely a reverse control this time. Handy.

Stunt tracks?
We've seen three. Stunts are fairly hit and miss but we're massive fans of the pop-out wings that aid your vehicle's flight through the air.



INFO BURST

RUSH 2049	
FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Sept	Oct	TBA

ANTICIPATION RATING



◁ Give the gravity setting a nudge and you can make colossal leaps like this. Wheeee!

There's a whole world of secrets waiting on the other side of this picturesque lake. ▽

△ We can't get over just how good Rush 2049 looks. And it's dead quick, too.

That radar shows you the position of the nearest vehicle. Utterly worthless. ▽

△ We almost made it onto this secret route. Almost.

Long, wide tracks, just the way we like 'em. Shame the cars are so spread out. ▷

Rush 2049

Sci-fi San Fran racing.

After dragging their super-quick style of stunt racing all around the USA, Midway have returned to *San Francisco* for the third in the *Rush* series – and, judging by the 85% complete version of *Rush 2049* that landed in our office this month, they've got a winner on their hands.

Rush 2049's futuristic courses are simply brilliant. They're not tracks so much as vast, secret-stuffed playgrounds, where you're free to leave the race and explore sprawling parks, miles-long concrete underpasses, transparent bridges, and even wheelspin through shallow lakes. The scenery is consistently stunning – there's barely a stretch of trackside that isn't positively stuffed with garish, neon-lit buildings, rows of trees, or the requisite tumbling waterfalls. Combined with a smooth framerate and no fogging, it's almost too good to be true.

The handling is typical *Rush* – light and tricky to master – and taking some of the game's tighter corners without crumpling your bonnet is near-impossible. It's not easy to endear yourself to the six CPU racers, either, who space themselves far and wide over the track, making races a lonely business at times. But, for the most part, *Rush 2049*'s sense-shattering speed, skyscraper-clearing leaps and near misses with passing trams and cable-cars make it a real adrenaline rush.

There's still some work for Midway to do with the brainless camera – which has a fit almost every time you approach a bend – and there's a worrying lack of any kind of championship. But, with a split-screen four-player mode, and a batch of intriguing stunt tracks, *Rush 2049* is shaping up as the easily the best of the *San Francisco* series. More next month.



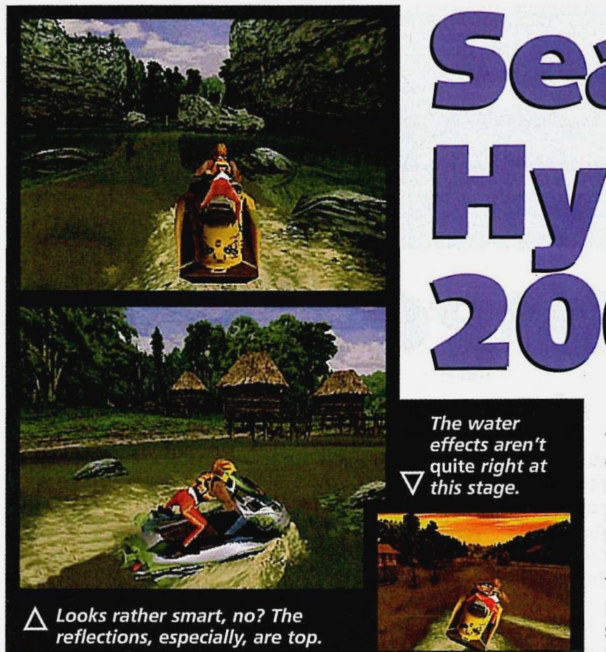
△ Rush *isn't quite Ridge Racer quality, but it's still a real treat.*

◁ *The result of a nasty tram/car collision. Ouch.*



Seadoo Hydrocross 2001

Something to 'wet' your appetite.



The water effects aren't quite right at this stage.

Looks rather smart, no? The reflections, especially, are top.

As close as Midway's *Hydro Thunder* came to matching the might of *Wave Race 64*, it's a very brave developer that takes on Nintendo's near-perfect aquatic racer. Vatical, though, are ready to give it a shot, with this promising water-based jetbike-jostler.

There was just one track in the early version that Martin got his hands on during E3, but it's shaping up rather nicely. The courses look stunning – picture the jaw-dropping views as the mist cleared from *Wave Race*'s Drake Lake for an idea of the beautiful sights that *Seadoo* boasts. Trackside scenery ranges from lush forests to pokey huts suspended on rickety wooden stilts, and everything – including the scores of route-cluttering rocks – is reflected perfectly on the water's surface.

Like *Wave Race*, conveniently-placed ramps give your exhibitionist rider the chance to flip, spin and wiggle in mid-air, and there'll undoubtedly be a fully-fledged Stunt Course to practice your skills on. No UK release date yet, but we'll have much more in a month or two's time.

INFO BURST

SEADOO HYDROCROSS 2001

FROM:	Vatical
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
August	TBA	TBA

ANTICIPATION RATING: 3/5

Q & A

What does *Seadoo* offer?
Eight craft in all – doubling Wave Race's four – and the same number of characters. Seadoo also features more tracks than Nintendo's jetbike racer – ten in all.



What can we expect?
'Interactive Course Elements', they tell us – or submerged objects that'll send your jetbike on a cartwheeling catastrophe. Plenty of shortcuts and hidden areas too.

And the multiplayer?
Not fully implemented but Vatical promise smooth, four-player split-screen racing, something that would definitely trump Wave Race's two-player jaunts if they can pull it off.

Cruis'n Exotica

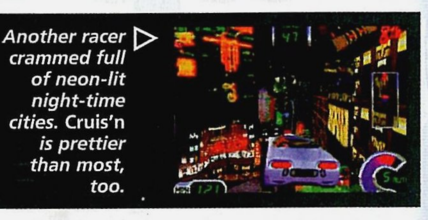
May the double entendres begin...

Not in fact one of Nintendo's new 'adult' titles, but a follow-up to the lowly *Cruis'n USA* (N64/13, 24%) and *Cruis'n World* (N64/20, 38%). They were dyed-in-the-wool arcade racers, very light on realism, so what's different this time?

Allegedly, creators Midway have scoured the four corners of the earth looking for excellent locations to drive through at superhuman speeds. They've come up with The Lost City of Atlantis and the Planet Mars and they're looking a lot better than the previous incarnations, courtesy of 'state-of-the-art mapping technology'.

One less illustrious feature of the two previous *Cruis'n* games was a bit of fade-in. This is still present, but considerably reduced. We've seen moving dinosaurs in the backgrounds, sickening underwater lurching stuff and crazy killer whales jumping over the road as you pass.

All very nice, then, but this does run the danger of being the same old mix of repetitive high-speed hurtling, with none of the handling mechanics or plain old difficulty that made *Episode 1: Racer* a hit. Here's hoping Midway have learnt from previous mistakes and bring us an enjoyable and challenging arcade driving experience.



Another racer crammed full of neon-lit night-time cities. Cruis'n is prettier than most, too.



With the superb Rush 2049 on the horizon, the third Cruis'n has a lot to live up to.

INFO BURST

CRUIS'N EXOTICA

FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

ANTICIPATION RATING: 3/5

Q & A

The babes in the first game were sweet. Any more?
Very likely. Though you won't be able to almost smash into them like you could in USA. The overall presentation will be very similar, but we can expect even more off-kilter giggles. The locations we describe, plus the crazy aquatic beasts should make things fairly entertaining...

Anything else?
There's an all-new array of twiddlable features, which will allow you to customise your driver and his vehicle. This looks like it will take on WWF-style attention to detail, so you can change paintjobs and the design of your license plate.

How about the handling?
The previous two instalments sold exceedingly well, so Midway won't fiddle too much with a winning formula. As for the trademark radical steering capabilities, they have been generously described as 'tight'.

GO! GO!



Q & A

What was that about locations?
Nine in all – we've heard about Italy, Spain, Brazil and the US and each will have its defining feature like in V-Rally.

Mmm, cars.
Here's a few to get you salivating: Nissan Almera, Mitsubishi Lancer, Toyota Corolla, Subaru Impreza WRC, Proto Wira, Hyundai Coupe Evo II, Skoda Octavia, Seat Cordoba WRC.

Mmm, tracks.
Er, yeah. You've got the idea. Like MRC, there are shortcuts aplenty plus a mirror mode, which should extend the lifetime of those nine tracks considerably.

Mmm, weather.
As time progresses you'll inevitably revisit earlier tracks, only next time they'll be smothered in snow or sodden with rain. MRC was slidey, but with rain it'll feel more like waterskiing.







◁ No fogging, pop-up or slowdown for SouthPeak – they've done brilliantly, bless their little hearts.

Over 20 properly licensed vehicles and official sponsorship stickers are Rally Challenge's speciality. ▷

Rally Challenge 2000

INFO BURST

RALLY CHALLENGE 2000	
FROM:	SouthPeak
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	Now

ANTICIPATION RATING ●●●●○

Rally good show, chaps...

Now this game has some dubious heritage. *Multi-Racing Championship* (N64/5, 71%) nobly attempted to bring popular rallying slidey stuff to the N64. Despite coming out amidst a gamut of similar titles, *MRC* let itself down by having only three tracks.

Thankfully, three has tripled to nine in *Rally Challenge 2000*. Details are scant, but the stages are set across a host of different countries, and, instead of generic, boxy hunks of junk you'll be piloting licensed vehicles, liberally splashed with actual sponsors like Castrol or Clarion.

Other parts of the game are taking on *Gran Turismo*-esque proportions, too. Enthusiasts will be able to noodle with the tuning, suspension and handling of their chosen vehicle until perfection rears its slimy head. This is all very welcome, but *RC2000* does run the risk of once more being lost among the likes of *V-Rally '99*, *Top Gear Rally 2* and *Test Drive Rally*. Development shifted hands from Genki to Xicat last December, and here's hoping Xicat know exactly what to do with a rally car.



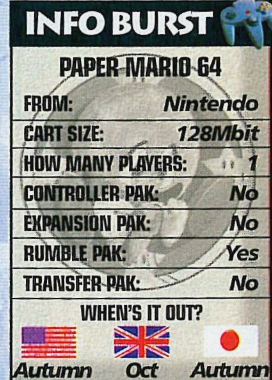
△ Once you've polished off a track once, it'll be covered with snow the next time around. Nice.

Is there RPG-style fighting?
Yes. You jump on an enemy to start the battle, and from then on it's all turn-based. If you ever played the original Super Mario RPG on import then you'll recognise the fighting here because it's almost exactly the same. After selecting an attack you have to stop a damage meter at the right moment to make the move super effective.



Wasn't this supposed to come out in December?
That's what we thought last month, but it looks like the incredible end-of-year congestion in the release schedules has pushed it forward by a few months. At the time of writing, Paper Mario is set to arrive in this country in October.

Paper Mario



INFO BURST

PAPER MARIO 64	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Autumn	Oct	Autumn

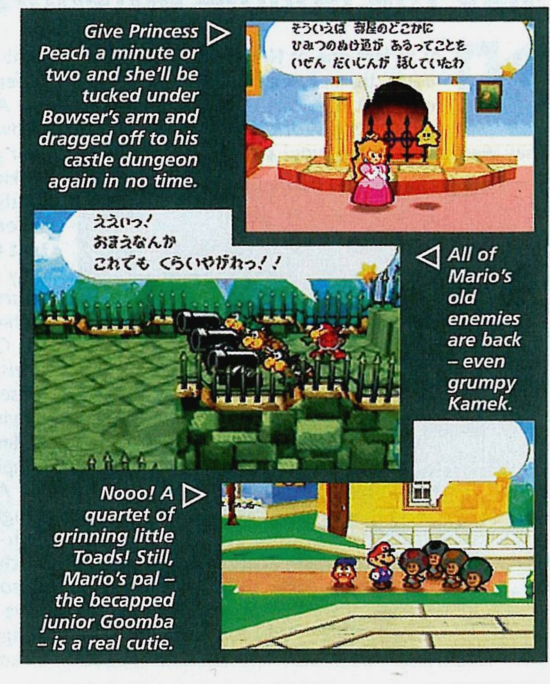
ANTICIPATION RATING ●●●●●

Read all about it...

We were enchanted and confused by *Paper Mario* at the E3 games show last month but now we've got some enlightening details about Mario's forthcoming RPG/platform game hybrid.

It's set in the once peaceful Star Kingdom, where Bowser has stolen the precious Star Stick from the folks in charge. With the aid of Magikoopa (from *Yoshi's Island*), the overgrown turtle sets about causing fiery mischief. When Mario steps in to put a stop to all this naughtiness, Bowser kicks the living daylights out of him and, for good measure, kidnaps the Princess.

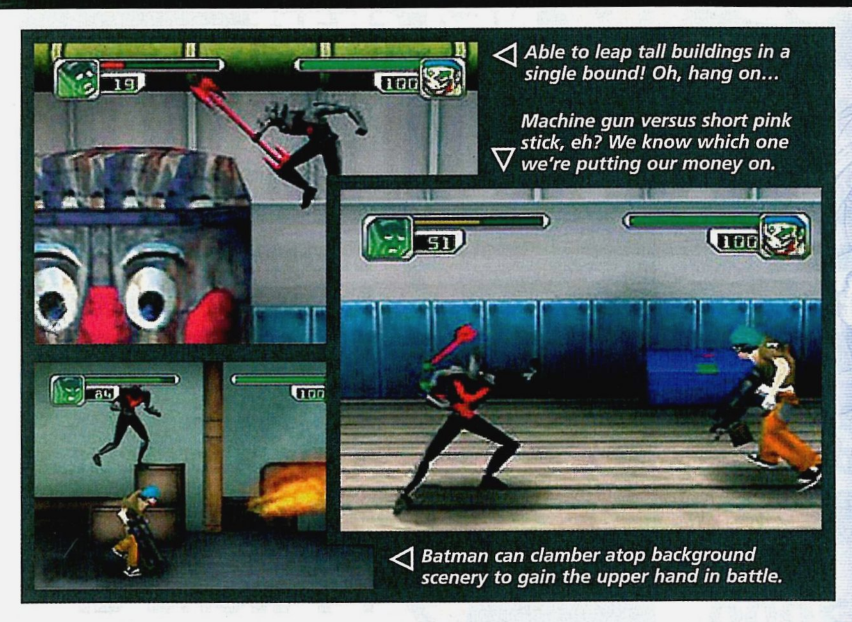
Mario wakes in a mysterious realm tended by the Seven Stars he rescued in the SNES prequel, *Super Mario RPG*. Still weak from the battle, he must swallow his pride and regain his strength by training with friendly anti-Bowser Koopas – kind of like Apollo Creed training Rocky for the rematch with Clubber Lang. More news from Star Kingdom in a couple of months.



Give Princess Peach a minute or two and she'll be tucked under Bowser's arm and dragged off to his castle dungeon again in no time. ▷

◁ All of Mario's old enemies are back – even grumpy Kamek.

Nooo! A quartet of grinning little Toads! Still, Mario's pal – the becapped junior Goomba – is a real cutie. ▷



Able to leap tall buildings in a single bound! Oh, hang on...

Machine gun versus short pink stick, eh? We know which one we're putting our money on.

Batman can clamber atop background scenery to gain the upper hand in battle.

Batman of the Future

Dinner, dinner, dinner...

Tying in with the release of the Batman Beyond video series, this will be a 3D sideways-scrolling fighter that pits you against the Joker's endless hordes of club-toting clowns.

The Joker has infiltrated the top-secret Gotham Aerospace Research Centre, despite its high-tech surveillance net. Guess what? It's up to you to set things right, via the gift of repeatedly punching idiots in the face. And sadly that's what it's looking a bit like. A playable version at E3 seemed to be restricted to moving along, taking on one evil clown at a time, then another.

Batty's natty power-suit should add to the fun. Because it's set in the future, we can expect to see the Caped Crusader getting up to all sorts of crazy antics, featuring a variety of weapons and gadgetry. Let's hope this techno-stuff is good, since *BOTF* will need all of its Bat-powers to rescue it from turning out to be a bit of a *Fighting Force 64*...



Fighting Force part 2? Let's pray for something better.

Is that a rocket launcher in that man's hands? Seems a little unfair, that.

Q & A

What's all this about weapons, then?
The E3 version had a Bo staff, nunchaku and the Batster's excellent Dark Knight disks to chuck about the place. We're not convinced that any of this will have particularly different effects from a simple punch, but hope springs eternal.

That suit looks good.
Yep. Batty Boy will fly, turn invisible and become superstrong. This will almost definitely take place through power-ups.



Anything else?
BOTF claims to be set across four distinct worlds, though apparently the final level, the big confrontation itself, is not part of those.

Kemco. That name rings a bell.
They're responsible for Daikatana and Top Gear Hyperbike. Both of which were okay, but hardly inspirational.



INFO BURST

BATMAN OF THE FUTURE	
FROM:	Kemco
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Oct	TBA	TBA

ANTICIPATION RATING: 3/5

AN EAR TO THE GROUND

Looking Glass Studios, the folk who'd recently been putting the finishing touches to *Mini Racers*, have gone under. Although there's a chance that the promising-looking RC car racer could be picked up by another developer, Looking Glass admit that the chances of the game being completed are slim. "I don't think the industry will ever be quite the same," blubbed a Looking Glass employee. Hmm.

That's not all the mill o' rumours has for us. On a similar note, *Mother 3*, the Nintendo-published RPG that's been something like seven years in development, has also been pushed back and become a Dolphin launch title according to reports.



Apparently, the developers were having trouble squeezing everything onto the N64, and pestered Nintendo into handing them Dolphin development kits, allowing them to realise their ambitious plans for the alien-riddled, pig-busting adventure.

Remember *Custom Robo*, the superb RPG/combat game that we gave 83% in **N64**/41's Import Arena? While there's still no news of an English language version, there *is* word from Japan of a sequel in the works from Marigul. *Custom Robo 2* will be released near the end of the year in its homeland, and promises to feature more of the frantic robotic fighting that made the original such a treat. If Wil was still here, he'd be dancing on his desk with joy.

Midway are already hard at work on *Ready To Rumble: Round 2*. As well as a host of new moves, taunts and celebrations, and an improved championship mode – which should pick up the pace after the disappointingly sluggish original – Midway are promising 12 all-new boxers, including basketball star Shaquille O'Neal and – get this – Michael Jackson. Yes, *the* Michael Jackson. We're speechless.

PLANET 64 INFORMATION station

chart updates • release list
most wanted • most played

Planet 64 Information Station is your one-stop spot for tracking release dates of forthcoming titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them with your letter or compo entry. We want to know what you think and we don't care how you tell us!



Pos	Game	Publisher	Released	Movement	N64 review
1 (NEW!)	Perfect Dark	Rare/Nintendo	Released 06/00	↑ New entry	Issue 42 96%
2	Pokémon Stadium	Nintendo	Released 04/00	↓ Last month's chart position – 1	Issue 41 90%
3	The Legend of Zelda	Nintendo	Released 12/98	→ Non-mover	Issue 24 98%
4	Track & Field 2000	Konami	Released 04/00	↑ Last month's chart position – 9	Issue 41 86%
5	Turok: Rage Wars	Acclaim	Released 11/99	↑ Re-entry	Issue 35 87%
6	GoldenEye	Rare/Nintendo	Released: 11/97	↓ Last month's chart position – 5	Issue 9 94%
7	World League Soccer	THQ	Released: 09/99	↑ Re-entry	Issue 33 84%
8	Rugrats Treasure Hunt	THQ	Released 10/99	↑ Re-entry	Issue 33 48%
9	F1 World GP	Nintendo/Paradigm	Released: 9/98	↑ Last month's chart position – 10	Issue 20 93%
10	Super Mario	Nintendo	Released: 03/97	↓ Last month's chart position – 4	Issue 1 96%

Top 5 Import chart

Source: CA Games (0141 334 3901)

Pos	Game	Publisher • Genre	N64 review
1	Perfect Dark	Rare/Nintendo • ACT	Issue 42 • 96%
2	Zelda: Majora's Mask	Nintendo • ACT/RPG	Issue 43 • 95%
3	Starcraft 64	Nintendo • STG	N/A
4	Excitebike 64	Nintendo • RAC	Issue 43 • 90%
5	Virtual Pro Wrestling 2	Asmik • FGT	N/A



	N64 5 Most played	5 Most wanted	Readers 5 Most played	5 Most wanted
1	Perfect Dark — Rare/Nintendo, ACT — N64 Issue 42 • 96%	Mario Tennis — Rare/Nintendo, SPT — JPN: July 21st, UK: TBA	Pokémon Stadium — Nintendo, FGT — N64 Issue 41, 90%	Perfect Dark — Rare/Nintendo, ACT — UK: June, USA: May
2	Zelda Majora's Mask — Nintendo, ACT/RPG — N64 Issue 43 • 95%	Paper Mario — Nintendo, RPG — JPN: Autumn, UK: October	DK64 — Rare/Nintendo, ACT — N64 Issue 36, 93%	Zelda Majora's Mask — Nintendo, ACT/RPG — Japan: May, UK: November
3	NBA Courtside 2 — Nintendo, SPT — N64 Issue 44 • 87%	The World is Not Enough — EA, ACT — UK: October 31st, USA: October 31st	GoldenEye — Rare/Nintendo, ACT — N64 Issue 9, 94%	The World is Not Enough — EA, ACT — UK: October 31st, USA: October 31st
4	Ridge Racer 64 — Nintendo, RAC — N64 Issue 40 • 91%	Conker's Bad Fur Day — Rare/Nintendo, ACT — UK: December, USA: December	Smash Bros — Nintendo, FGT — N64 Issue 36, 90%	Banjo-Tooie — Rare, ACT — UK: November, USA: November
5	Pokémon Stadium — Nintendo, FGT — N64 Issue 41 • 90%	Dinosaur Planet — Rare/Nintendo, ACT/RPG — UK: December, USA: December	Tony Hawk's — Activision, SPT — N64 Issue 41, 86%	Eternal Darkness — Nintendo, ACT — UK: November, USA: October

ULTRA RELEASE LIST

The latest information on every N64 and confirmed Dolphin game currently in development world-wide – updated monthly.

Easy-to-spot UK release dates – just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
• Nintendo 64			
July			
F1 Racing Championship	Ubi Soft	RAC	UK
Mario Tennis	Nintendo	SPT	JPN
Taz Express	Infogrames	ACT	UK
August			
Seadoo Hydrocross 2001	Vatical	SPT	US
Sydney 2000 Olympics	Eidos	SPT	UK
September			
Aidyn Chronicles	THQ	RPG	UK
Blues Brothers 2000	Titus	ACT	UK
Duck Dodgers	Infogrames	ACT	US/UK
Hercules: Legendary Journeys	Titus	ACT	UK
ISS Millennium	Konami	SPT	UK
Kirby 64	Nintendo	ACT	UK
Mia Hamm Soccer 64	SouthPeak	SPT	US
Ogre Battle 64	Nintendo	RPG	US
Paper Mario	Nintendo	RPG	US
Pokémon Snap	Nintendo	ETC	UK
San Francisco Rush 2049	Midway	RAC	US
Tom and Jerry	Mattel	ACT	US
Turok 3: Shadow of Oblivion	Acclaim	ACT	US/UK
VR Powerboat	Vatical	RAC	US
October			
Donald Duck: Quack Attack	Ubi Soft	ACT	US
Eternal Darkness	Nintendo	ACT	US
Excitebike 64	Nintendo	RAC	US/UK
Mario Party 2	Nintendo	TAB	UK
Paper Mario	Nintendo	RPG	UK
Riqa	Nintendo	ACT	US/UK
San Francisco Rush 2049	Midway	RAC	UK
Starcraft 64	Nintendo	STG	UK
The World is Not Enough	Eurocom/EA	ACT	US/UK
November			
Banjo-Tooie	Rare	ACT	US/UK
Mickey's Speedway USA	Nintendo	RAC	US/UK
Zelda: Majora's Mask	Nintendo	RPG	US/UK
Eternal Darkness	Nintendo	ACT	UK
Rugrats in Paris	THQ	TAB	US
Winnie the Pooh	Mattel	ACT	US
December			
Conker's Bad Fur Day	Nintendo	ACT	UK/US
Dinosaur Planet	Rare	ACT	US/UK
Hey you, Pikachu	Nintendo	ETC	UK
Pokémon Puzzle League	Nintendo	ETC	UK
WWF No Mercy	THQ	FGT	UK
2000/TBA			
Army Men: Air Attack	3DO	ACT	US/UK
Army Men: Sarge's Heroes 2	3DO	ACT	US/UK
Batman of the Future	Kemco	ACT	US/UK
Bomberman: The Second Attack	Hudson	ACT	US/UK
Catroots	Nintendo	ACT	UK
California Speed	Midway	RAC	UK
Cruis'n Exotica	Midway	ACT	US/UK
Custom Robo	Nintendo	ACT	US/UK
Die Hard 64	Fox	ACT	US/UK
Donald Duck: Quack Attack	Ubi Soft	ACT	UK
Doshin the Giant (64DD)	Nintendo	ETC	JPN
Doshin the Giant 2 (64DD)	Nintendo	ETC	JPN
Fire Emblem 64	Nintendo	RPG	JPN
Frogger 2	Hasbro	ACT	US/UK
F-Zero Expansion Kit (64DD)	Nintendo	RAC	JPN
Glover 2	Hasbro	ACT	US/UK
Indiana Jones and the Infernal Machine	LucasArts	ACT	UK
Indy League Racing	GT	RAC	US/UK
Indy Racing 2K	Paradigm	RAC	UK
Jeff Gordon Racing	ASC Games	RAC	US
Kasparov Chess	Titus	SPT	US/UK
M&M Adventure	TBA	ACT	ALL
Madden NFL 2001	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Major League Soccer	Konami	SPT	US/UK
Mario Tennis	Nintendo	SPT	US/UK
Mega Man 64	Capcom	RPG	UK
Mini Racers	Nintendo	RAC	US/UK
Mission: Impossible 2	Infogrames	ACT	UK
Mother 3	Nintendo	RPG	JPN
Ms. Pac-Man Maze Madness	Namco	ACT	US
Mysterious Dungeon	Chunsoft	RPG	US/UK
NFL Blitz 2000	Midway	SPT	UK
Polaris SnoCross	Vatical	RAC	US
Rally Challenge 2000	SouthPeak	RAC	UK
Rat Attack	Mindscape	ACT	US/UK
Resident Evil Zero	Capcom	ACT	ALL
Roswell Conspiracies	Redstorm	ACT	US/UK
Scooby Doo Classic Creep Capers	THQ	ACT	UK
Seadoo Hydrocross 2001	Vatical	SPT	UK
Shadowgate	Kemco	RPG	US
Smurfs 64	Infogrames	ACT	UK
Spiderman	Activision	ACT	US/UK
Star Wars: Battle for Naboo	Factor 5	ACT	UK
Ultimate War (64DD)	Seta	STG	JPN
Viewpoint 2064	Sammy	ACT	US
V.I.P.	Ubi Soft	ACT	US
Wild Water Championships	Interplay	RAC	US/UK
Wildwaters	Ubi Soft	ACT	US/UK
• Dolphin			
Army Men	3DO	ACT	ALL
Austin Powers*	Rockstar	ACT	US/UK
Batman*	Ubi Soft	ACT	US/UK
Castlevania*	Konami	ACT	US/UK
Disney 3D Adventure*	Rare	ACT	ALL
Donald Duck*	Ubi Soft	ACT	US/UK
First-person shooter*	Saffire	ACT	US/UK
Inspector Gadget	Ubi Soft	ACT	US/UK
ISS Dolphin*	Konami	SPT	US/UK
Jacques Villeneuve Racing Game*	Ubi Soft	RAC	US/UK
Jungle Book Rhythm & Groove	Ubi Soft	ETC	US/UK
Killer Instinct 3	Rare	ACT	US/UK
Music*	Codemasters	ETC	US/UK
NBA Courtside	Nintendo	SPT	ALL
Perfect Dark 2	Rare	ACT	ALL
Picassio	Promethean	ACT	ALL
Pokémon X	Nintendo	ETC	ALL
Resident Evil Game*	Capcom	ACT	ALL
Robocop*	Titus	ACT	US/UK
Saffire	Saffire	ACT	US/UK
Shadowman 2	Acclaim	ACT	US/UK
Skyfall Midwinter Year Zero	Blade	ACT	ALL
Super Mario 64 2	Nintendo	ACT	ALL
The Road to El Dorado	Ubi Soft	ACT	US/UK
Thornado	Factor 5	ACT	US/UK
Title Defense	Climax	FGT	US/UK
Top Gear Rally*	Boss Games	RAC	US/UK
Turok*	Acclaim	ACT	US/UK
Zelda*	Nintendo	RPG	ALL

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send



VOTE!

There's only one way we can keep track of your gaming needs, and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
Josh Billingham from London wins a copy of Chef's Luv Shack!

PLANET 64 INFORMATION station

Top 5 vote n' draw

My five most played games are:	*My five most wanted games are:*

Name ....

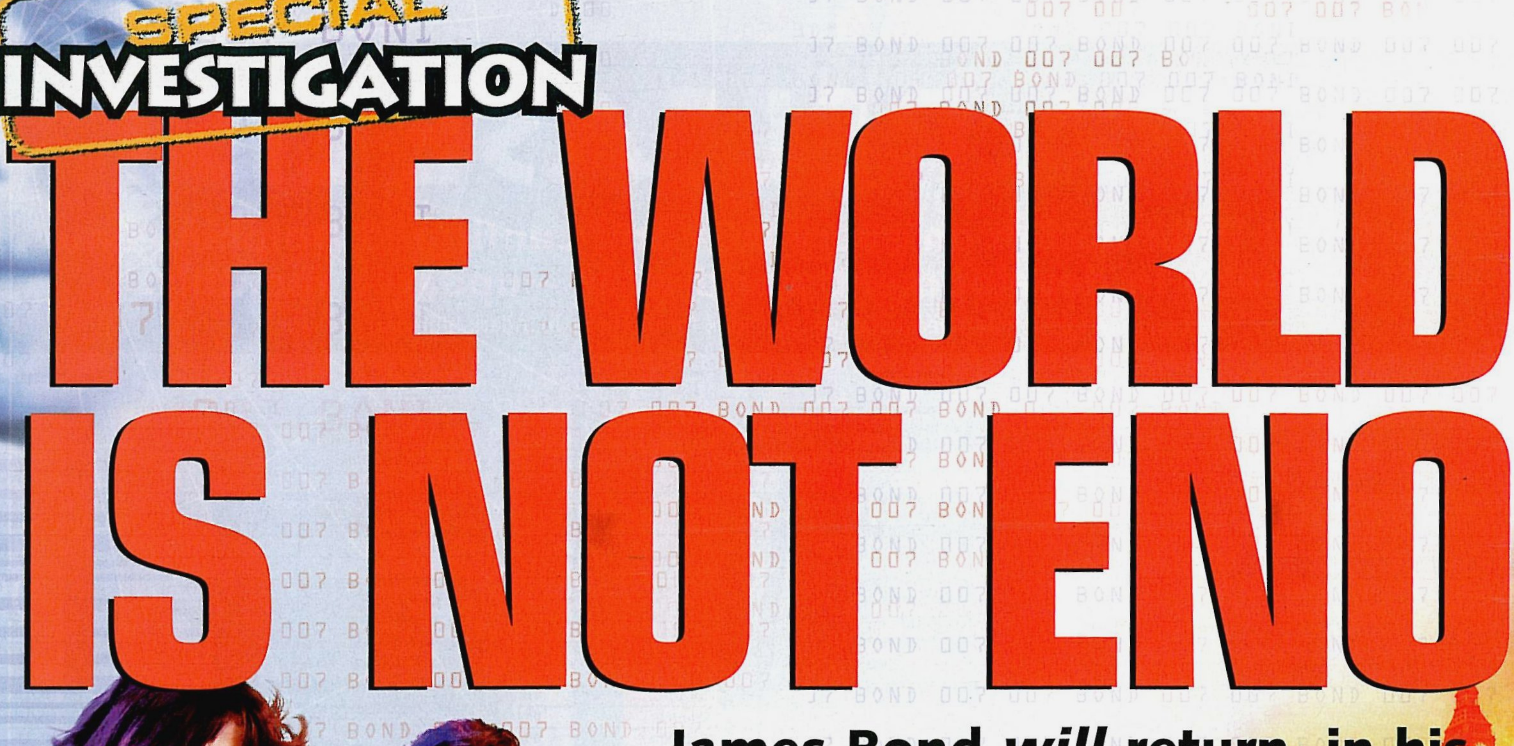
Address ....

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Postcode ....

Game wanted ....



THE WORLD IS NOT ENO



James Bond *will* return, in his most ambitious adventure yet.

Since *The World is Not Enough*'s appearance took everyone by surprise back in April, developers Eurocom have remained tight-lipped about their blockbuster-in-the-making. The odd screenshot released here, a sliver of information there – *TWINE*'s authors have obviously taken the cloak-and-dagger theme of their pet project to heart.

Until now, that is. With *TWINE*'s release only four months away, Eurocom have switched off the security cameras, declassified their top-secret files, and allowed us a sneak peek at a game that looks all set to give *GoldenEye* a battering. Admittedly, *TWINE*'s method of toppling Rare's stunning shooter is a little cheeky – simply take *GoldenEye*'s weapons, gadgets, controls and style of play, then copy it – but there can't be many N64 owners who wouldn't jump at the chance of a further 20 levels of near-perfect Bond-based blasting.

Read on, then, for a close look at one of the year's most exciting N64 games. And don't worry – we guarantee you there's not one single, poor 'shaken, not stirred' joke over the six entire action-packed pages.

INFO BURST

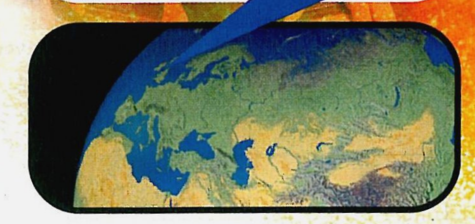
THE WORLD IS NOT ENOUGH	
FROM:	EA
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
November		TBA

ANTICIPATION RATING

N64's Special Investigations can take us all over the world – but we only had to go as far as Eurocom's Derby HQ to see *TWINE*.



AT THE MOVIES

Sensibly, Eurocom have remained pretty faithful to The World is Not Enough

Sabotage!

Like the movie, M's friend King is blown to bits by a bomb implanted in a caseful of money. *Unlike* the movie, Bond then wanders the hallways of MI6, plugging caps into terrorists.



Speedboats!

Remember the film's thrilling speedboat chase along the Thames towards the Millennium Dome? In the game, *you* can pilot the boat as it races towards – and up – the riverbank.

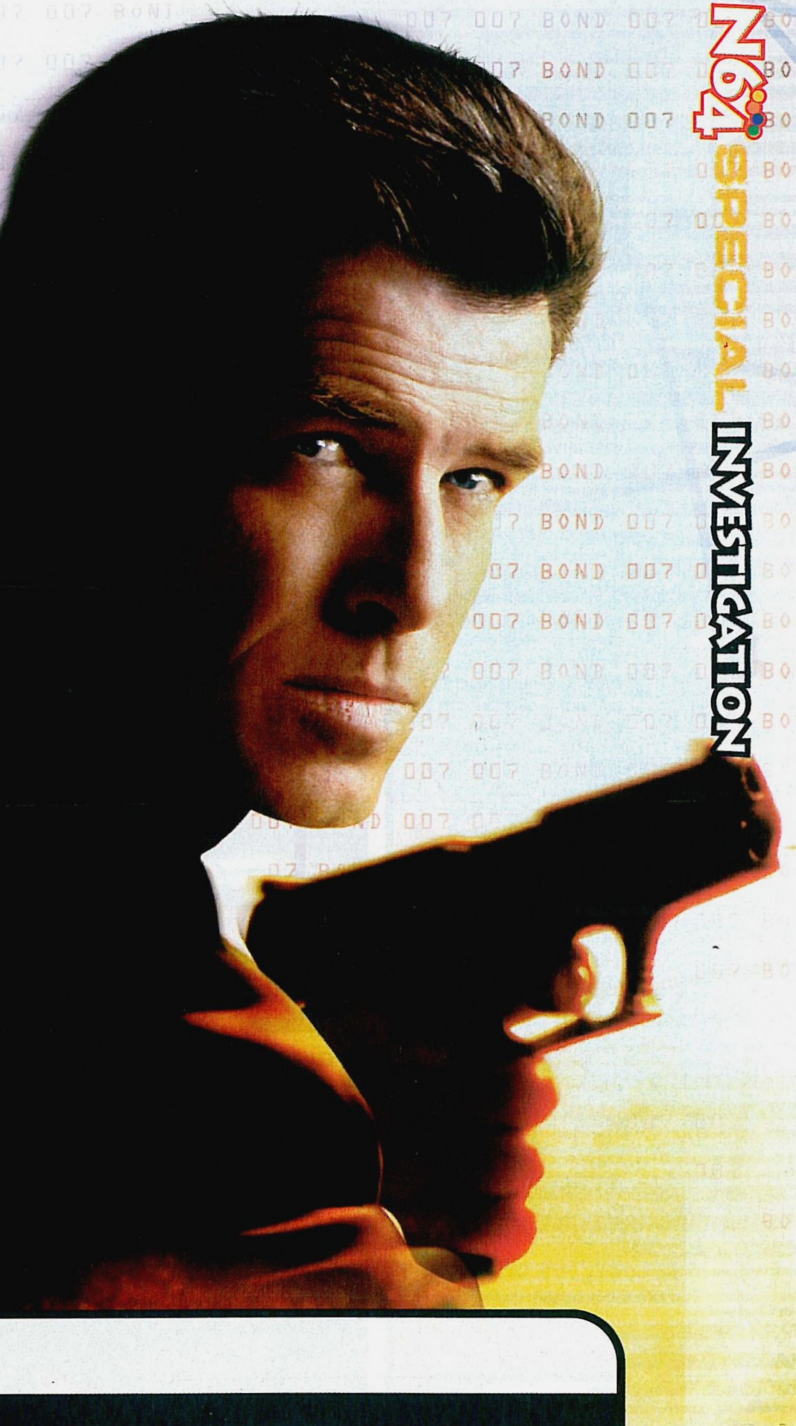




TWINE's guards make a real meal of dying. Show-offs.

Real-time shadows play on MI6's floors.

UGH





Bond's watch takes another guard by surprise.

Night-vision and a meaty sniper rifle. We must be in heaven.

Clearing crowds is a cinch in Agent mode, thanks to the useful auto-aim.

movie, and all the best bits are superbly rendered in digital form.

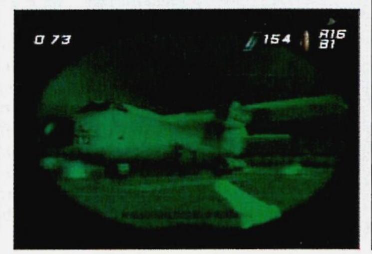
Skiing!

Bond's breathlessly exciting slalom down the side of a snow-clad mountain, with parahawks descending from the skies, is faultlessly recreated in the game.



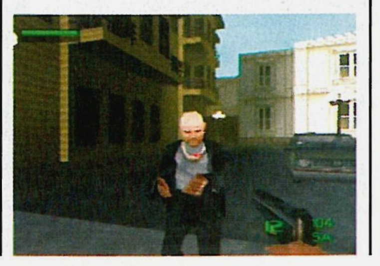
Sneaking!

In the movie, Bond sneaked onto a plane heading to Kazakhstan in the dead of night. The game's the same – and you need Q's specially-developed night vision goggles for the job.



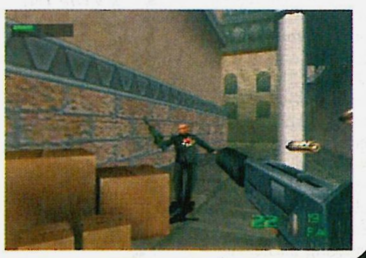
Stars!

Wave a cheery hello to the digitised faces of Pierce Brosnan, Robbie Coltrane, Denise Richards, Sophie Marceau and even Goldie, who pops up in the streets near Baku's City of Walkways.



Shooting!

TWINE certainly isn't short on gunplay. You'll get to slip more than 20 weapons into Bond's palm, producing some stomach-turning enemy death routines when you pull the trigger.



GO! GO!



SHHH!
The World is Not Enough sensibly borrows *GoldenEye*'s stealthy play, but there's an even greater emphasis on tip-toeing around levels in Eurocom's game. Alert one crony to your presence and he'll scamper off to fetch his friends, overwhelming you in seconds – and there's no use resisting, as simply being spotted can mean automatic mission failure in *TWINE*. Guards react to the sound of gunshots, yells of pain – even rustling bushes – and simply walking too quickly on rough surfaces or shiny floors will make eagle-eared henchmen suspicious. You've got darkness on your side, though, with Bond – brilliantly – being able to crouch and hide in the shadows cast by buildings or bits of scenery.

BOOM BOXES
Guns aren't just useful for creating blood geysers in unfortunate guards' bodies – they can also be used to blow bits and pieces of scenery to smithereens in *TWINE*. Shoot the monitors above MI6's reception and watch them come tumbling to the ground amidst a fiery explosion, or fill tables and boxes full of holes to create damaging blasts. All very *GoldenEye*.

MI6-ING IN ACTION

After retrieving £5 million from the branch of a Swiss bank in Spain, Bond returns to MI6 headquarters in London. Where it all goes horribly wrong…

1 MI6 comes under immediate attack from gun-toting terrorists. Luckily, guards are on hand to help you defend it.



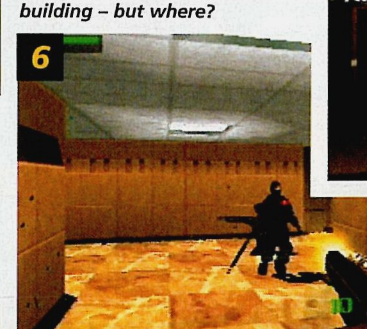
2 The building's doors are locked down, but the enemy finds other ways in – smashing through windows, SAS-style…

3 …and abseiling through the roof. You can dump Bond's trusty PP9 in favour of the rifles tossed aside by dead baddies.

4 Another nasty death in the MI6 corridors, then the sprinklers above suddenly burst into life. There's a fire in the building – but where?

5 There's no fooling M, then. A new mission objective is added – find Sir Robert King – as you stumble into your boss's office.

6 Lawks! The terrorists are erecting sentry guns in the corridor. A swift bullet to the brain will soon put a stop to that.



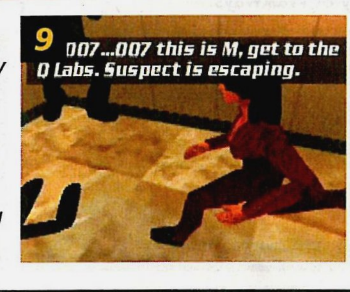
7 It's not long before you find the reason for the sprinklers – the £5 million stored in the bank was rigged with a bomb.

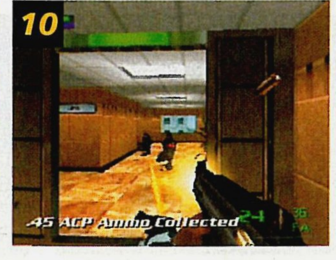


8 Sir Robert was unluckily caught in the explosion – hence this poignant dying message. We're guessing that Eurocom still have some work to do here…



9 The TNT culprit beats a hasty retreat from the building – it's Cigar Girl, and she'll be making her escape along the River Thames.

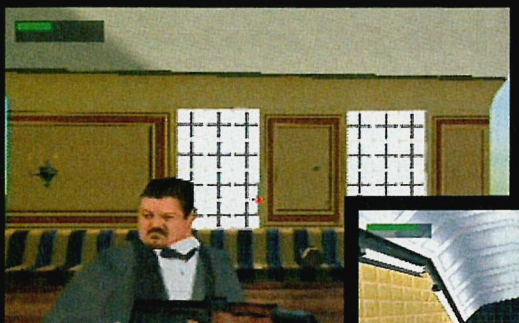




10 Hop into the elevator to Q's lab, and you're just moments away from a stomach-jitteringly exciting speedboat chase.

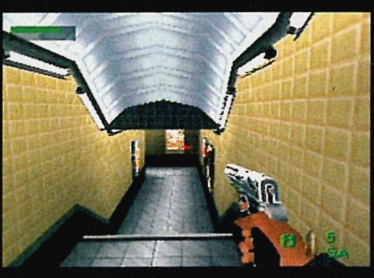


Kill a guard at the top of the stairs and he'll tumble all the way down. You've Been Framed, eat your heart out.



△ A perfectly-rendered Robbie Coltrane, complete with rifle and unconvincing Russian accent.

△ One of the loudest guns in the game – it's a monster.

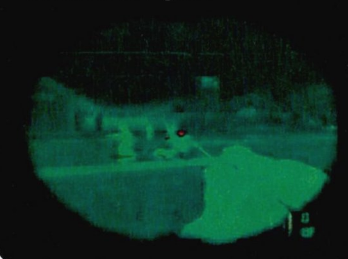


The claustrophobic Underground – complete with working trains – is a real looker.

DON'T TOUCH THAT, BOND!



The esteemed Q – and his new assistant, in the gangly form of John Cleese – have rustled up all manner of impressive gadgets for Bond in *TWINE*. As well as the usual collection of card keys and data grabbers, there's a pair of night vision goggles which lend you a shimmering green-coloured view of the world at night, plus a handy X-ray scanner – borrowed from the movie – which allows you to scout out rooms for locals before barging your way in. Bond's watch, though, is a work of genius. It's fitted with a grappling hook, a cutting laser and tranquilliser darts, all of which can be used to get you out of sticky situations mid-game.





TRIGGER HAPPY

Over 20 weapons are available for the world's favourite secret agent, each with at least two functions. Here's a selection…



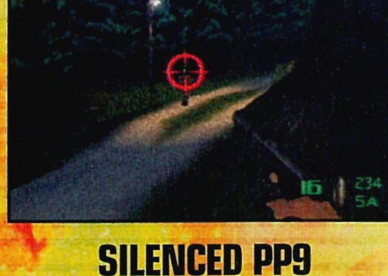
RAPTOR MAGNUM

A meaty, laser-sighted pistol that's notoriously slow to reload. But pull the trigger and you're left with an almost guaranteed kill – and a perforated eardrum thanks to the massive bang.



TAZER

Bond's smartly-polished cuff-links double-up as a weapon, shooting powerful bolts of blue light. Guards on the other end won't die, but they certainly won't be standing up for a while.



SILENCED PP9

Available when Bond's sneaking his way through the forests of Kazakhstan, the silenced pistol is quiet enough not to attract attention as you send the bad guys floorward.



PUNCH

Bond's learnt to clench his fists since *GoldenEye*, so you can give guards a punch in the face and a kick in the groin. Take care – your foes know how to fight, too.



SNIPER RIFLE

No first-person shooter would be complete without the opportunity to zoom far away into the distance, aim at a guard's head on the horizon, and watch the blood spray as you squeeze.



AUTOMATIC SHOTGUN

A double-barrelled monster that scatters shots over a large area, proving inaccurate at long range but deadly up close. The most satisfying reload in history, too – clunk-click every trip.



HELP ME!
TWINE features a hefty supporting cast of characters. As well as aiding you in battle – like the resident MI6 guards – they'll alert you to important events happening nearby, and offer solutions. Like *GoldenEye*, the roles of the non-player characters can change throughout the game. M hands out mission objectives at MI6 HQ, but then requires saving from terrorists in Istanbul – at which point Zuvosky will lend you a team of protective bodyguards, if you can successfully sweet-talk him.

GO! GO!



SEE THE WORLD



Although it's never quite explained just how Bond manages to scamper around the planet so quickly, his missions in *TWINE* take place in areas as varied as the London Underground, the muggy climes of Istanbul, and a submarine under the Bosporu Sea. Eurocom have made every environment detailed, smooth and – above all – absolutely massive. Step out of the Azerbaijan forest and you'll see an airstrip stretching hundreds of metres ahead of you – at which point, a colossal military transport plane will swoop out of the sky for you to hitch a ride on. It's all rendered without a hint of slowdown, and – unlike *Perfect Dark* – you won't need to use an Expansion Pak to enjoy all that *TWINE* has to offer.



△ *The multiplayer is a joy, even in unfinished form.*

△ *More balcony-aided guard-somersaulting action. Great stuff.*

The snow-covered mountain is absolutely vast. ▷

It's hardly the most original game in the world. In fact, *The World is Not Enough* easily takes the award for the N64's least innovative title, being little more than a thoroughly shameless copy of Rare's seminal N64 Bond game – hence at least one person in the know privately nicknaming the game *GoldenEye 2*.

But that's a *good* thing. All being well, *TWINE* looks set to offer up shooting thrills easily on a par with *GoldenEye*. The same deliciously destructive style of weaponry, the same brand of sprawling, immersive, true-to-life levels, and another highly-intelligent batch of guards ducking and sidestepping their way past bullets. But, most importantly of all, *The World is not Enough* once more allows you to slip into the size-ten Hush Puppies of James Bond himself, giving you the irresistible chance to sneak, shoot, dodge, abseil, ski and drive your way around a whole host of eye-catching international locales.

The levels themselves are astonishing. As with *GoldenEye*, the makers of the film have provided *TWINE*'s developers with boxfuls of blueprints, concept drawings, and photographs of the movie's many sets, allowing for breathtakingly authentic environments. The rooftops and streets of Istanbul; the twisting corridors and civilian-filled reception of a Spanish bank; even London's own River Thames is there, complete with the Millennium Dome sitting on the riverbank. And they're all *huge* – in one level, you'll turn a corner and stumble upon a full-sized nuclear submarine, easily as big as, say, the entire length of *GoldenEye*'s Train

THE MULTIPLAYER

The deathmatch in *The World is Not Enough* is a long way from completion, but it's still an absolute treat.

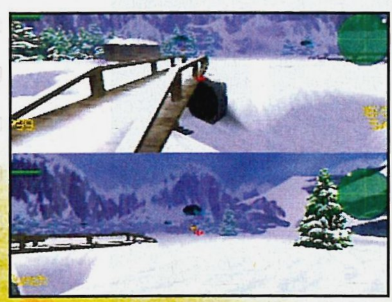
CHARACTERS

The full set of characters from the one-player game is present in all its polygonal glory for the multiplayer, and complete with appropriate gasps and yells. Eurocom have also informed us that they're planning "appearances by a few special guest stars".



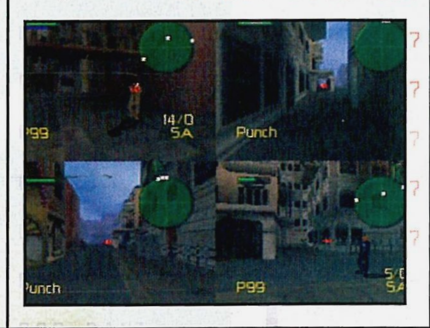
PARACHUTES

There's a unique – but brilliantly effective – power-up system in *The World is Not Enough*'s deathmatch mode. Guns and ammo fall from the sky, attached to their own little parachutes, leading to frantic races between combatants for the latest drop.



LEVELS

You can expect around 15 multiplayer levels, taking in locales from the solo missions – such as snowy slopes, London streets, Istanbul building-tops, a submarine – plus a few surprise ones, including the claustrophobic, darkened hedge maze.



WEAPONS

After *Perfect Dark*, you'll feel right at home with *The World is Not Enough*'s dual function guns – racking up the kills often means choosing the right weapon for the job. Our favourite gun so far is the guided-missile launcher, which works similarly to *PD*'s Slayer.



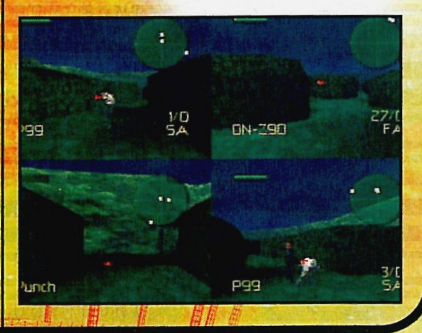
SHOOTING

As with *GoldenEye*, you can rely on the auto-aim to help down your opponents, or press R to switch to manual targeting. Head shots deal out much more damage than limb or torso hits, so moving in to close range like this gun-toting lady is an advisable tactic.



RADAR

Every player has their own radar, but all four can be switched on and off in the pre-game menu. And that's not all – there's a *GoldenEye*-style handicap system to assist particularly poor players, plus the option to give your character a rude name.



DON'T MENTION THE WAR
Although the faces of Pierce Brosnan, Robert Carlyle and the rest are proper digitised versions of the genuine articles, Eurocom have used impersonators to provide copycat vocals for the characters. There's one exception, though – John Cleese, who plays Q's assistant in the movie, will be lending his own voice to his character in the game. What a star.



EYE CANDY
GoldenEye didn't concern itself with eye-boggling set-pieces, but *TWINE* is full of them. Speedboats crash into harbours, house-sized helicopters hover into view from above buildings, underground trains race through echoing tunnels, and a crowd of snowmobiles whizzes past as you make your way stutteringly down a mountainside on skis. Immersive? Yes indeed.

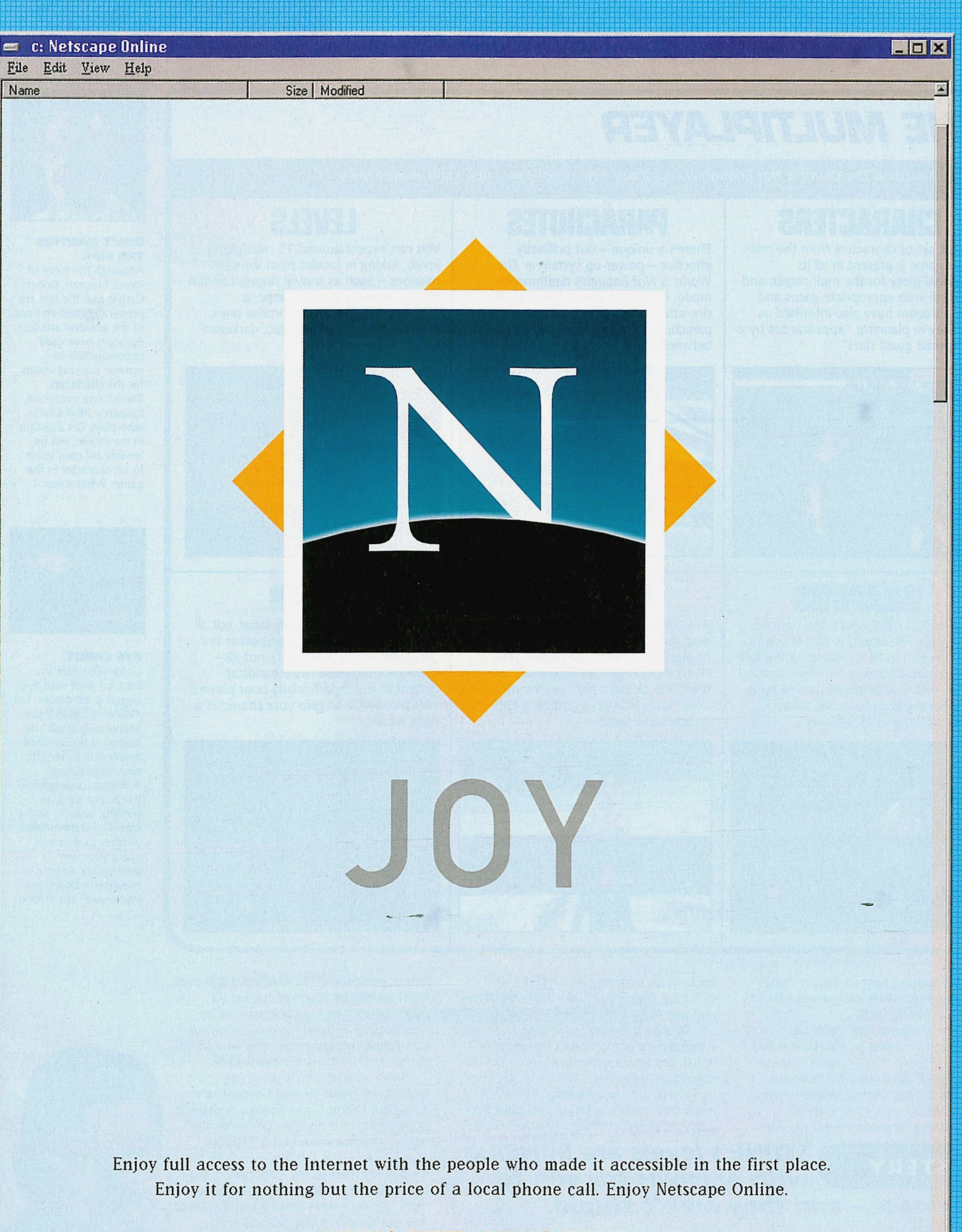
level, and floating next to a quay that's large enough to make even a sub look like a fun-sized fishing boat.

As you'd expect, the levels are bursting with enemies to eliminate – and they aren't stupid. They crouch to avoid being noticed, jump and run to dodge bullets, fetch their friends to overwhelm you, and set up sentry guns before callously luring you into their trap. The animation is somewhere between *GoldenEye* and *Perfect Dark* in quality – no mean feat – and the death animations are top-notch, with guards somersaulting backwards, tumbling down stairs, and clutching their injured bits as they slowly and painfully bleed to death.

Despite the range of weapons on offer – including a pump-action crossbow, a lethal Raptor Magnum, and some not-so-lethal stun grenades – there's much more to *TWINE* than just sending enemies to meet their maker, with mission objectives easily as varied as those in *Perfect Dark*. In one level alone, Bond is required to dodge past cameras and disable security systems, plant wiretaps to listen in on vital conversations, and crack a safe in order to gather evidence on Renard's evil schemes. Most satisfyingly, *TWINE* features a mission that Rare's games have so far mysteriously ignored – a death-defying, gun-toting rooftop chase after one of the game's main villains. Excellent stuff.

With all that, and a scorching multiplayer mode to rival *GoldenEye*'s own, *The World is not Enough* is shaping up superbly. But do Eurocom *seriously* believe that they can better *Perfect Dark*? We'll leave the final words to the developers themselves: "You get to play as James Bond, the world's greatest and most famous secret agent – but this time, you can do everything 007 does in the movie and more. Believe us – there *is* a substitute for perfection." N

MASTERY ***TWINE's levels are bursting with enemies for you to eliminate – and they aren't stupid.***



* Excludes phone calls charged at local BT rate. Technical Support charged at premium rate (50p per minute).



HOW TO...
become perfect at PERFECT DARK

by Alan Maddrell

Perfect Agent then. Sounds difficult, eh? Not any more!

WHAT WE SAID



We reviewed *Perfect Dark* in issue 42 and this is what we concluded:

"Supremely playable, dauntingly huge. If you had to choose just one game for your N64, this would be it. No contest."



And so it starts. The only good reason to stop playing *GoldenEye* has arrived. But to really get the most out of *Perfect Dark* you'll need to complete it on Perfect Agent. A collective shudder passes through the office when we remember how difficult that was in Rare's original first-person masterpiece – and here there's even more packed into some mindnumbingly complex missions. So let's be manly and face it – you're going to need help.

Charging through, blindly shooting everything in sight is not going to work any miracles, however much fun it might be for a while. No. Cunning and guile are definitely the order of the day in *Perfect Dark* at this level. The multiplayer may be by far the best we've ever seen, but it's the apoplexy-inducing single-player missions that'll be haunting you to your grave. Or maybe not... Now you can inhale the soothing vapours of tippery as we saunter through the first three levels of pure bliss. We'll take you through on Perfect Agent, though on the easier levels some of the objectives won't apply. Welcome to the first installment of an epic journey.





A nice, empty corridor. Couldn't be any trouble lurking there, eh?



DATADYNE CENTRAL: DEFECTION

Security cameras and lazy guards festoon this corporate heaven. There's hours' worth of chuntering around on this stage alone.

1 Seattle's cityscape stretches away into the distance. From the helipad, you can pick off security cameras to the right and left, and a lone patrolling guard on the left. It's not quite as fatal as in GoldenEye if you get spotted by the cameras.

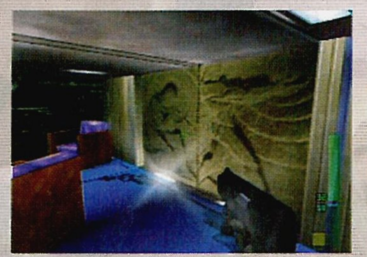


2 As soon as you enter this room, pick off the camera on the far wall and the camera to the right above the downward ramp. Disabling the internal security hub with an ECM mine is simple, but keep an eye on the grille door.





3 Go down the stairwell and clear up any interference you meet on the way. Buzz yourself into Cassandra's office with the button on the desk outside. Once in, pistol-whip or punch the occupants to nab Cassandra's necklace key. If you're not quick enough, Cassandra will alert security.





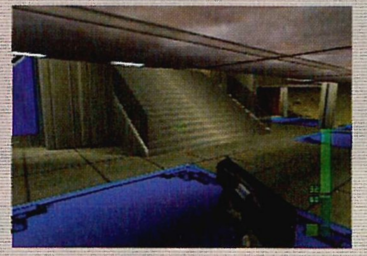
4 Head down the stairs again. If you go around the corner, you'll come face to face with a camera, so go through the door on the left and round until you see a tasty design on the wall at the end. Watch out – it's a secret door with armed men behind.





5 When the area is clear, check the locked offices until you overhear a telephone conversation about wiping a personality. The pesky natterer will exit his office. Capture him and he will log on to the computer system. Knock him out before he wipes the data, though. Then, when he's out cold, whip out the data uplink and connect it to his computer.





6 Righty. Down to the bottom in a lift now. There'll be many guards here, so lob the Laptop as a sentry gun over the edge and it'll take out several of them. Search the ornate walls on the right when you come down the stairs for a secret door to the External Comms Hub. Another secret door in the other corner leads to the lab...





THE HARDEST BIT

We help you through the sections that are most likely to be causing sleepless nights and hair loss.

When you arrive on the bottom floor all hell breaks loose – guards on both sides – so you'll need guile a-go-go to come out on top. Forget about charging through, you'll be ripped apart. Stay to the back of the lift, crouching down. If the guards in front don't notice you, punish their stupidity. Then ready the Laptop's sentry gun function. Chuck it down the stairs and it will mop up the dregs who attempt to catch you in a classic pincer movement. You'll be without ammo, so hang back while this is happening.



SHOOTING STAR

GoldenEye addicts might be getting a little rusty or long in the tooth now, so follow these general pointers and you shouldn't go too far wrong. This is the Bible According to Badasses.



1 You are not a tank. Learn this. Sneak around, get behind guards, stay silent and if there are too many of them, get out of there. Pop round corners to take on guards one at a time.



2 Listen. Yes, this does bear saying again. Often you'll hear all sorts of stuff going on that will alert you of things yet to happen.

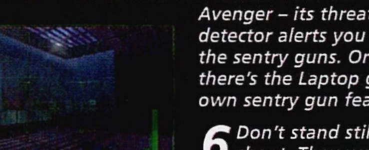


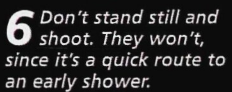
3 Searching for secrets will always bring a very handy delight to your attention.

4 You're given the CMP150 so frequently for a good reason. Its secondary function can be extremely valuable.

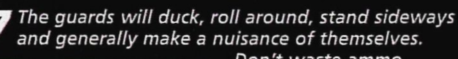


5 If you're given a special weapon, its secondary function is sometimes a vital clue. Take the Avenger – its threat detector alerts you to the sentry guns. Or there's the Laptop gun's own sentry gun feature.





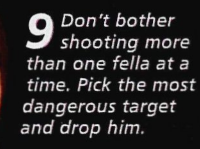
6 Don't stand still and shoot. They won't, since it's a quick route to an early shower.



7 The guards will duck, roll around, stand sideways and generally make a nuisance of themselves. Don't waste ammo shooting at a rapidly moving target.



8 Just because a guard has dropped his or her gun, it doesn't mean they're dead. Sometimes they'll pick up whatever weapons are handy and have another go. Put them down mercifully.

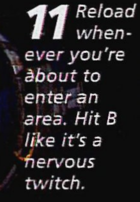


9 Don't bother shooting more than one fella at a time. Pick the most dangerous target and drop him.





10 With automatic weapons, learn to fire controlled bursts. if you get caught reloading in the open, there'll be trouble.



11 Reload whenever you're about to enter an area. Hit B like it's a nervous twitch.



HUSH, IT'S A SECRET



● Get something explosive using a cheat, then blow up the pipe by the Internal Comms Hub. There's an extra bit down there with a dairy delight for your delectation. Blow up a wall down there and you'll find yourself in Cassandra's office.

● When you capture the programmer, let him escape for a while. He'll head over to a locked door with some weapons inside. One of these is a Laptop gun. Very handy indeed.



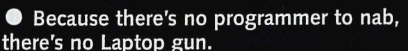
● In the office next to the programmer is a guard who totes two silenced Falcons. Lure him out, cap him and enjoy.





DON'T MISS
The lift ride. It offers a tantalising glimpse of the rest of the Datadyne building. Have a running battle with some guards in the other lift, or go into Counter-Operative mode and duke it out with a mate. This is possibly the best shoot-out scenario in videogaming history. Yelp with fear as the glass explodes around you and the bullets start to fly...

CALL MY AGENT

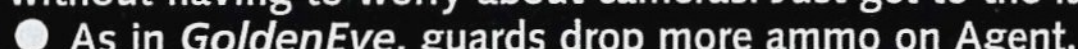


Going through on an easier setting makes everything a bit different.



● Because there's no programmer to nab, there's no Laptop gun.
● On Agent, you can whip through without having to worry about cameras. Just get to the lab.
● As in *GoldenEye*, guards drop more ammo on Agent.

SPEEDY LITTLE CHEATER



Completing the level brings you the classic sight. Get under 1:30 on Special Agent to unlock the Marquess of Queensberry rules. To achieve this mighty feat you'll need to perfect the following...



1 Avoid using the ramps, just jump off them.
2 Only shoot guards if they get in the way of the hub.
3 Then knock out Cassandra quickly.
4 Down the stairs and into the elevator. While you wait, shoot some guards for ammo.
5 Shoot through the glass outside the lift to drop to the lower level. Use the CMP150's secondary function to dispose of the guards in the hub room.
6 If you still have legs, leg it.



DATADYNE RESEARCH: INVESTIGATION

You're in now, and Dr Caroll has a surprise in store. Reaching all the experiments and navigating some twisty secrets should prove pretty challenging.

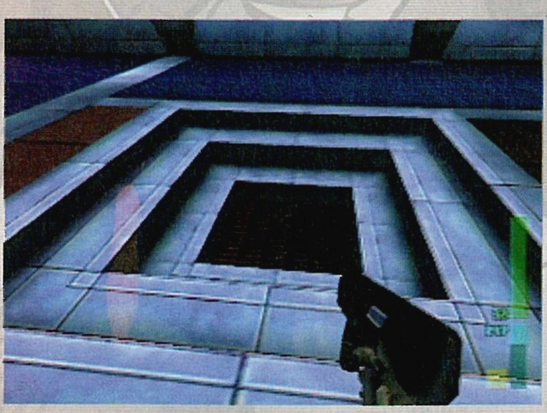
1 Immediately head left and wait at the corner for the guard. Follow the wee droid into its hatch and head through the door into the maintenance area. Use the furthest computer first, then the nearest to reprogram the droids.



2 Go into the open area and head for the door marked 'Caution'. Stop before the last door and send the CamSpy straight ahead to snap the bizarre isotope.

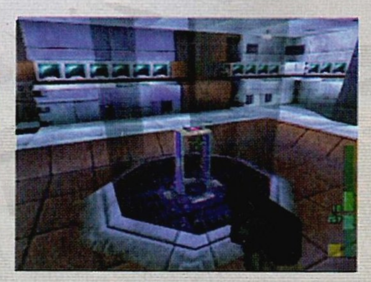






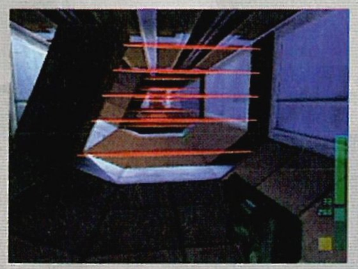
3 If you've unlocked the floor hatch to the weapons testing area (see the 'Hush' section) go through and down the ladder. If not, you'll access the area through a later lab with a moving platform. Inside, shoot the guard and pilfer his experimental shooter.





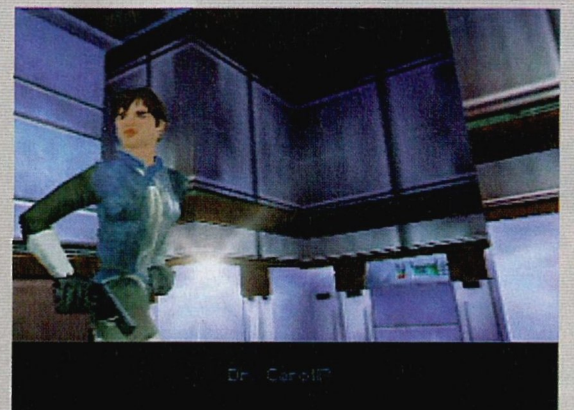
4 Now head through into the corridor with labs leading off it. Methodically check each one, holding up any scientists until they power down the experiments. Don't forget the glass-enshrined night vision goggles. When the scientist triggers the alarm, thwack him out cold and use the terminals yourself. But switch off the alarm first, mind.







5 When all that's good and done, head through to the next area. From the open section, the door to the left leads to the last piece of experimental technology – the advanced shield. Just head straight forward in this corridor to get the good stuff.



6 Through the last door are the sentry guns. If you're on your last legs, stay a long, long way from them. Consult our 'Hardest Bit' section for a few hints. When the guns have gone, go through to the end of the level and meet the elusive Dr Caroll.

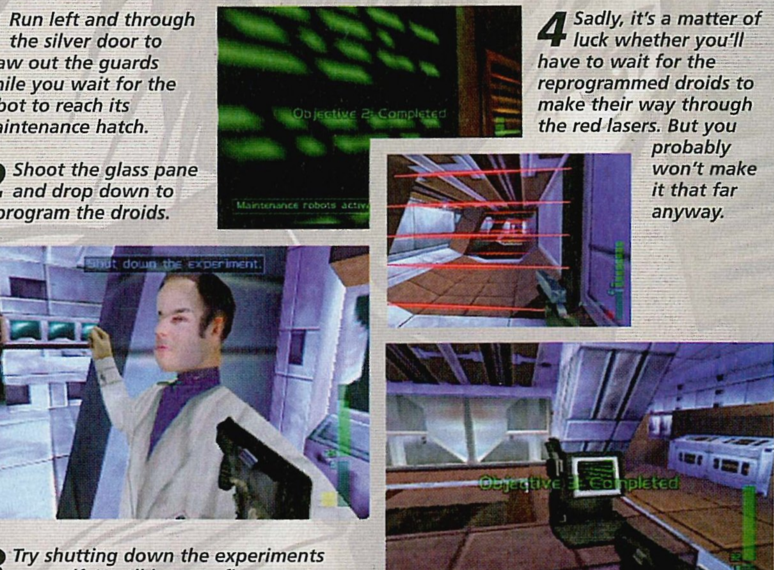
THE HARDEST BIT

If there's one bit giving you grief, chances are it's this...

GoldenEye's sentry guns were synonymous with headaches and heart palpitations. Even though you've got your own this time in Laptop form, the guns at the end of the lab are nasty. Use the Avenger's threat detector to locate the three guns. Open the door, then quickly duck back out of their range. Then take aim and fire. Sounds so simple...

SPEEDY LITTLE CHEATER

Completing the second level will bring you the Slo-Mo cheat. Enjoy all those animations in painstaking glory. Complete it on Perfect Agent in under 6:30 and you get the Pugilist buddy. And to do that...



1 Run left and through the silver door to draw out the guards while you wait for the robot to reach its maintenance hatch.

2 Shoot the glass pane and drop down to reprogram the droids.

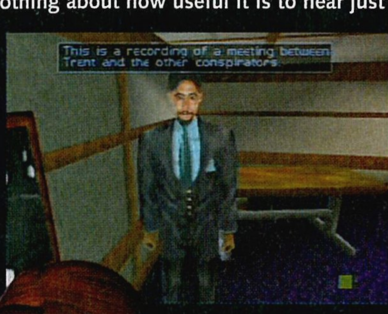
3 Try shutting down the experiments yourself. You'll have to figure out exactly how this works.

4 Sadly, it's a matter of luck whether you'll have to wait for the reprogrammed droids to make their way through the red lasers. But you probably won't make it that far anyway.

LISTEN VERY CAREFULLY



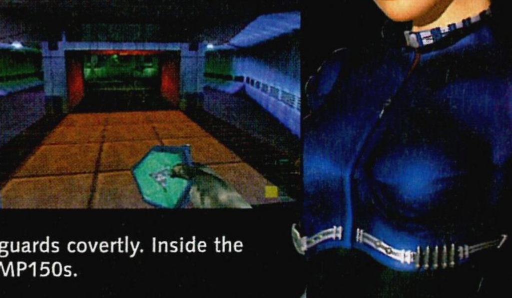
Chances are you've already splashed out on an Expansion Pak, but it might be well worth also investing in a pair of headphones for the full audio experience. Sound is crucial in *Perfect Dark*, from alarm sirens to overheard conversations about rocket launchers. And that's saying nothing about how useful it is to hear just where the gunfire and screams are coming from. Another way to keep the noise down is to turn on the subtitles, but that's a poor substitute for keeping the family awake at night.

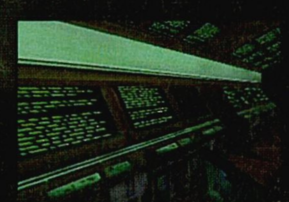


DON'T MISS
Lots of gems here. Sneaking up on the weapons test for the first time is outstandingly good entertainment. We defy anyone not to be surprised when the truth emerges about who/what Dr Caroll actually is. Also, and we know you'll try this, you can shoot the little maintenance robots. All those fantasies about kicking the mouse droids in Star Wars can now come true.

HUSH, IT'S A SECRET







● Crumbs. Where to start? Behind the isotope is a solitary proximity mine, if you reckon that radiation poisoning's a fair trade for it.

● Check around the experiment labs for some extra ammunition.

● Here's a neat one: disarm certain guards, and they will pull a Falcon out of their trousers. Don't try that one at home, though.

● In the maintenance area, near where you find two guards relaxing, use the red computer to open the floor hatch to the weapons testing area.



● Weapons cache giving you gyp? To open it, you'll need to do the following: stay in the lift until the guard passes. Then sneak down into the maintenance shaft undetected. Shoot the glass barrier to drop down to the lower level, then knock out the two guards covertly. Inside the cache you'll find twin CMP150s.

● In the lab which has two doors leading off it, go through and look down through the glass floor. Kids'll do anything for that stuff.

● In one of the labs, there's a glass container with a pedestal inside. Shoot the glass and collect the night vision goggles which lie within. Without them your escape will be very difficult indeed.



CALL MY AGENT

Compare and contrast the difficulty levels, my friends...

● Several of the labs won't be open on easier levels, so there's no advanced shielding for the wimpy likes of you.
● There are fewer sentry guns in the final section if you attempt it on Agent or Special Agent.
● Those scientists are a whole lot less troublesome and uppity when you don't have to cajole them into shutting their experiments down.



GO! GO!

DATADYNE CENTRAL: EXTRACTION

Making it out with Dr Caroll intact should keep you busy for a while, especially as Datadyne have seen fit to bolt unwanted furniture in your way.





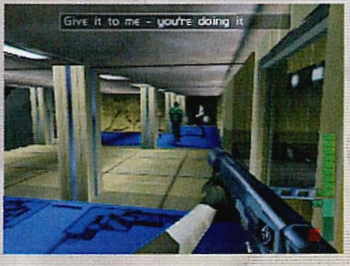
1 On Perfect Agent mode, the lights will be off for 60 seconds. On Special Agent, it's 30. Agents will always be in the dark downstairs. Creep round cautiously with the night vision goggles and the Falcon, picking off the guards, and head for the left lift.

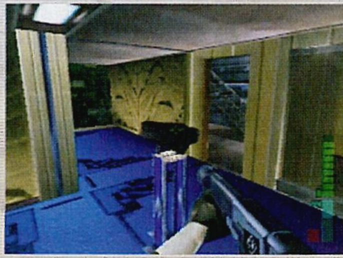
2 Quickly dispatch the floor's guards and one will appear with Cassandra's office key. This isn't actually necessary, though. When you go through the door, you're in for a big surprise. Two words for dealing with the chopper: run away. Head all the way round to the left and activate the computer to open the other lift.



3 When you get up there, you'll have to get on the other side of that hastily-erected barrier. Using your encyclopaedic knowledge of the building from the first mission, remember that false wall/door thing. Go through the only open door, then head round the offices until you reach the 'dead end' in question.







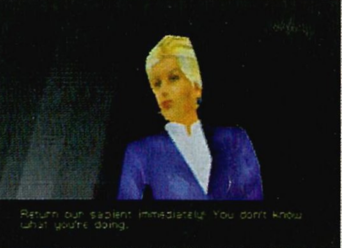
4 Go up the stairwell. You'll overhear some jokers nattering about how to use something. You can off the lot, even the civilians, without worrying about unnecessary casualties. Idiots. Pick up the rocket launcher and level it at the chopper. Use the secondary function of the launcher to guarantee a hit. You can destroy it with conventional firepower, but it's swearingly tough.





5 Next, go up the stairwell to the left of the lifts. When you get to the area with the internal hub, the game will take control and lead you into a mini cut-scene. Head right immediately, having flicked on the night vision goggles. Shoot the guard and switch on the light. This will give you a few seconds' grace to start cleaning up the guards while they're stunned.





6 From there, it's a pretty simple matter to go up, up and away to the helipad for a fairly Lara Croft-esque escape cut-scene. It might be worth waiting for Dr Caroll, or heading back to make sure that he's right behind you. Having said that, he basically takes care of himself, so if he's still 'alive' you don't have to worry.



THE HARDEST BIT

It's another case of the Natalya syndrome...

The good Doctor has a habit of lurking behind you and getting knackered by stray bullets. His highly-developed AI obviously doesn't extend to staying the hell away from guns. If you hang around in any one area, the chances are good he'll be destroyed, resulting in mission failure. The trick is actually to get on with it, leaving the hovering home computer to his own devices. He is smart enough to catch up with you later on, so just leg it and get in the lift without him.

GOING SO SOON

Getting through levels quickly is essential for unlocking tasty cheats. Just keep these pearls in mind.

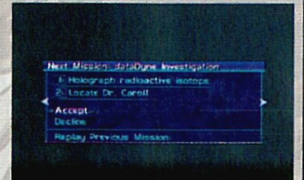
Sidestep. Inexplicably, both Bond and Joanna Dark move quicker when they're moving sideways. This is a bad lesson for our youth, surely.



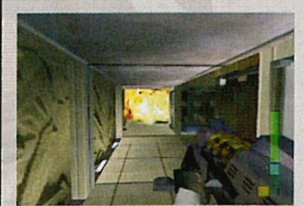
Learn which of the guards will cause trouble. You can often get past numerous bad men without having to take them down a size or two. Sidestepping through open areas to throw their aim off.



Learn the objectives specific to each cheat. Only in **N64** will you find exactly what you need to do to unlock each cheat. Don't bother messing around in unnecessary areas.



That old *GoldenEye* trick still applies: occasionally you can get dozy guards to open doors for you by shooting with a noisy gun.



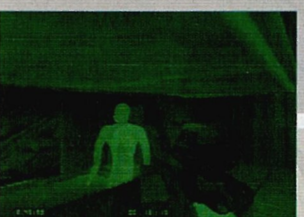
DON'T MISS
Those crazy ladies you meet further into the level are for some reason blighted by appaling dress sense. Still, the shotgun is a touch more persuasive. Forget all this alien trickery, it is supremely satisfying to storm around the building blasting holes in the guts of those who would oppose you. And for that, you'll be needing the services of a shotgun. Nicely.



YOU LITTLE CHEATER

If you complete this level, you'll find yourself in possession of a Rocket Launcher. Excellent for pursuing those secrets. Alternatively, complete Agent mode in under 2:03 to get Hurricane Fists, which makes your fists fly at Bruce Lee-like speeds.

1 *Straight off, flip on the night vision goggles and chunter straight for the lift. No time for pottering around.*

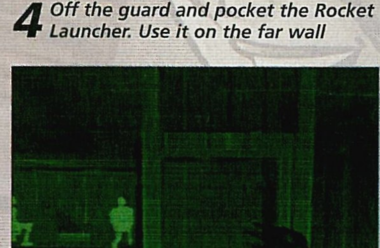




2 *Immediately clamber into the second elevator, as it'll be open for you.*

3 *Bodyguards aren't too problematic, so only bother with the ones who get in your way as you go for the stairwell to the 23rd floor.*

4 *Off the guard and pocket the Rocket Launcher. Use it on the far wall*





when you get stopped by Cassandra's guards. Finish off the rest with the CMP150.

5 *Then you'll be clear to head upstairs to the finish.*

6 *Alternatively, wait to get your hands on the Game Boy version. Several of the cheats are acquired by plugging in the handheld game.*





HUSH, IT'S A SECRET

● On the 21st floor, acquire Cassandra's office key and then head up there. On her desk you will find a grenade. Use it in the corner on the right as you enter. You'll find yourself in a secret area. At the foot of the ladder is a Dragon. Mmm. This only works on Agent and Special Agent, though.



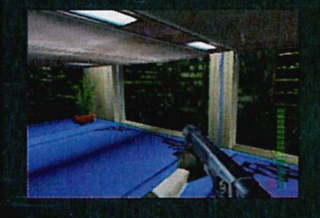


● If you headshot the first five guards – ignoring the ones atop the stairs – the last one will be carrying a DY357 Magnum. He's the one behind the sofa. Just don't alert them to your presence by missing.

CALL MY AGENT

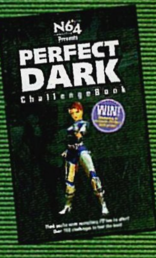
While Dr Caroll is tougher on Agent mode, that's not the only added assistance you get...

- You'll find it a lot easier to reach the higher echelons without locked lifts and stuff.
- No helicopter on Agent. Excellent.
- On the rooftop on Agent you'll find two spare rockets. Shame you don't need them, really.









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planet

GAME BOY

NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY COLOR, POCKET, CAMERA AND PRINTER



REVIEWED THIS ISSUE!



PUCHI CARAT



page 51

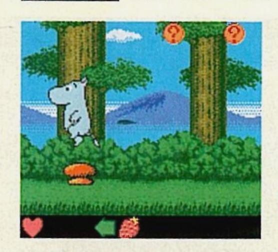
Steal clothes, win gems and get busy with your bat and ball!

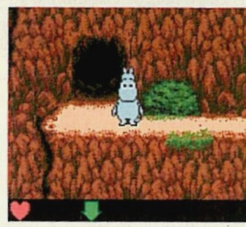
MOOMIN'S TALE



page 53

The heartwarming tale of a hippo-alike, a hankie and a granny with a memory like a sieve!





WIN!
• LARA CROFT GEAR!
• XPLODER CHEAT CARTRIDGES!
• GB ESSENTIALS!



HE'S HERE...

WIN! THE RAREST POKÉMON!

PLUS!

• Pokémon: The First Movie
Import news on this year's best DVD
• Cool *Pokémon* tips!
Hidden cheats, quirks and glitches

ISSUE 19
August 2000

A LINK TO THE FUTURE


Snake rushes towards Dolphin in anticipation of a new GB link.

Welcome to Planet Game Boy



I don't know whether to laugh or cry. Despite the **N64** office resounding to the happy squeals of baby Mews (flip the opposite page if you'd like to give one of them a good home), my Pocket Pikachu left me. After one million steps and 4,755 hours, the little fella obviously decided that enough was enough. Did I forget to give him his watts? I think not. He ate more electricity than the national grid. That Pikachu lived like a king. At least my Pocket Pikachu Color will be alive for a little while longer, thanks to its slightly sticky pedometer weight. Right now, Pika's getting annoyed because he can't manage to draw a decent self-portrait. Cute.

Gameswise, *Puchi Carat* and *Pro Pool* have eaten the most batteries this month, and *Moomin's Tale* has supplied the most laughs. I reckon Moomin ought to be granted honourary 152nd Pokémon status. With some exciting news regarding forthcoming Transfer Pak titles (have a look at these decidedly non-Game Boy screenshots for a clue) and the August 25th Space World debut of Game Boy Advance drawing ever closer, we've got an interesting few months coming up. My dear, departed Pocket Pikachu really doesn't know just what he'll be missing out on.

Martin Kitts, Editor



planet GAME BOY

Planet Game Boy, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.
Issue 19, August 2000
Editor: Martin Kitts
Contributors: Andrea Ball, Justin Webb, Paul Edwards, Mark Green, Steve Jalim


Doesn't look too shabby, does it? Where does the GB version fit in?

Expect the final Dolphin visuals to be even better than this.


It's a 3D version of the prison cell section from the Game Boy cart.

The list of Game Boy titles which link up with their cousins on the N64 is fairly exclusive. At the moment, only *Pokémon* and *Mario Golf* make use of the Transfer Pak, with *Perfect Dark*, *Mario Tennis* and THQ's forthcoming WWF game set to join them over the next few months. But if the latest rumours from Japan prove to be true, there'll be one or two very interesting additions in the future.

Metal Gear Solid, one of the best handheld games around, is reputed to be compatible with *MGS2: Sons of Liberty*, the next-gen sequel which wowed the crowds at E3. Which means that the game will be coming to Dolphin, as there's very little chance of Nintendo allowing Konami to link Game Boy with PlayStation 2, the machine on which the E3 video demo was produced. Quite how the link-up will work is uncertain, as we've no idea whether Dolphin will support the Transfer Pak. The machine *will* link directly with Game Boy Advance though, via a special cable, so maybe you'll have to play *MGS* on Nintendo's next handheld if you want Snake to get connected.

Also rumoured is a dual Dolphin/GBA version of *Resident Evil* which would allow you to get your fix of survival horror shocks at home or on the move. We reckon this one is pretty close to the truth, as a couple of months ago we predicted that the canned GBC version of the first *Res Evil* would resurface in some form on the next-gen hardware.

Still no word on Sega's *Sakura Taisen* though. We reported on this supposedly Dreamcast-compatible RPG last August, after which it promptly vanished. Maybe some rumours out there are just too wild to be believed.


Masterful balancing from the man in black.


Wonder if the Game Boy Advance version will be this slick...

WIN!

Want to summon Mew from the depths of your GB? This will do it.

THE DARK SIDE

If a game's good, it's worth finishing properly. That goes without saying, really, especially when you've just splashed out £25 on it. However, some of the more casual elements of gaming society are happy enough to play the first couple of levels and then switch on infinite lives or activate a 'no clipping' cheat to get past the first tricky bit. While that sort of deviousness isn't in PGB's nature (at least, not much), there's a lot of it about, and Blaze have come up with a new cheat cartridge to cater for unscrupulous gamers.

The Xploder works with Action Replay and Gameshark codes, plus there's a nifty code generator to create your own hacks. You save any codes you find, and there are cheats for more than 200 games built in. Mostly old mono games, admittedly, but the real selling point is the cart's ability to bust *Pokémon* wide open. Don't fancy playing the game? You can activate a couple of codes and get every monster without leaving Pallet Town – even Mew.

There are 1,500 individual codes which you can use on *Pokémon*, after which you'll have an invincible army of Surfing Pikachus and level 256 Mews. If you want to give it a go, Xploders cost around £25, but we've got ten to give away.

The question to answer is:

Do cheats ever prosper?

a) Yes
b) No, but they can have as many Mews as they want

Answers on a postcard to:
Not Afraid to Cheat,
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

There are millions of codes on the Net which can be used with this devious little device. Dare you use it on Pokémon?

WIN! TOMB RAIDER STUFF

You too could own a Tomb Raider inventory like this

The handheld version of *Tomb Raider*, which we awarded a healthy four stars in PGB/16, ought to be in the shops right about now, but just in case it's sold out, here's your chance to win a copy. We've got a smart Lara-brand record bag filled with goodies, including a T-shirt, watch, keyring, Snake Light and a *Tomb Raider* cart. One lucky winner walks away with that little lot, plus there are cool T-shirts and Snake Lights for five runners up.

Riddle us this:
On which games system did Lara Croft make her debut?

a) PlayStation
b) Saturn
c) PC

Answers on a postcard to:
Lara's Booty, **N64** Magazine,
30 Monmouth Street, Bath, BA1 2BW.



Lara studies our compo question. She's totally stumped.

YELLOW PERIL



Gamester's latest selection of Game Boy accessories is decked out in lurid yellow to match your *Pokémon Yellow* game cart. The Essentials pack features a powerpack, mains adaptor and a protective wallet, and costs a very reasonable £9.99. We've got ten to give away to the first people to answer this question:

Which of the following Euro popsters annoyed us the most?

a) Kraftwerk
b) The Scatman
c) Yello

Send your answers to:
Yello Competition, **N64** Magazine,
30 Monmouth Street, Bath, BA1 2BW.

WHO'S MEW?

He's the ultra-secret 151st Pokémon – a powerful pink feline with devastating psychic attacks – and the star of Pokémon: The First Movie. He's hidden in ***Pokémon Red*, *Blue*** and ***Yellow***, but you can't track him down by simply playing the game – you need to slot your cart into one of Nintendo's special Mew Machines. There are only 10 such machines on the planet, so Mew numbers are *very* limited.

MEW ARRIVAL

The cutest kitten comes to Kent.

A hideous, fire-breathing monster with a pot belly and a big nose. And Charmeleon.

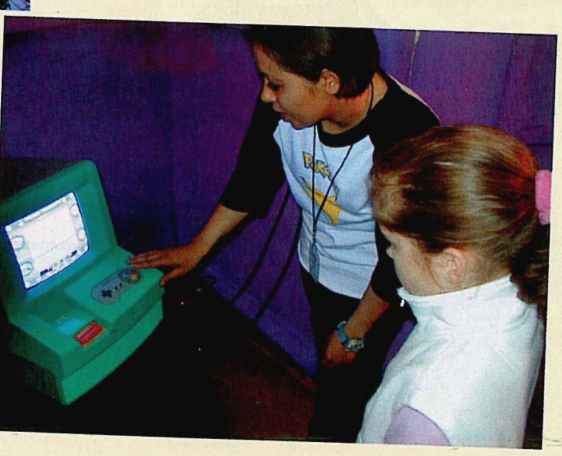
It wasn't the most heavily-publicised Pokémon event in the world. In fact, as our train rolled into Greenhithe in Kent, the tiny village was so deserted we wondered if maybe Mew's arrival in the UK *was* just a rumour after all.

Then we saw the queue. Something approaching a thousand people had turned up at the sprawling Bluewater shopping centre in Kent to download their very own Mew – and that was before the doors had even opened. Over the next six hours, the bizarre-looking turquoise 'Mew Machines' inside the mall donated one of the teensy pink kittens to thousands more *Pokémon Red*, *Blue* and *Yellow* owners who poured in through Bluewater's doors.

There were nine Mew Machines in all, tucked inside an imposing purple structure just inside one of the many entrances to Bluewater (cunningly renamed 'Mew-Water' for the event). Smiling Nintendo reps were on hand to help trembling Pokémaniacs insert their cart and press a SNES pad button to download their cat, and Pikachu himself turned

This purple hide-away housed the nine Mew Machines found at Bluewater

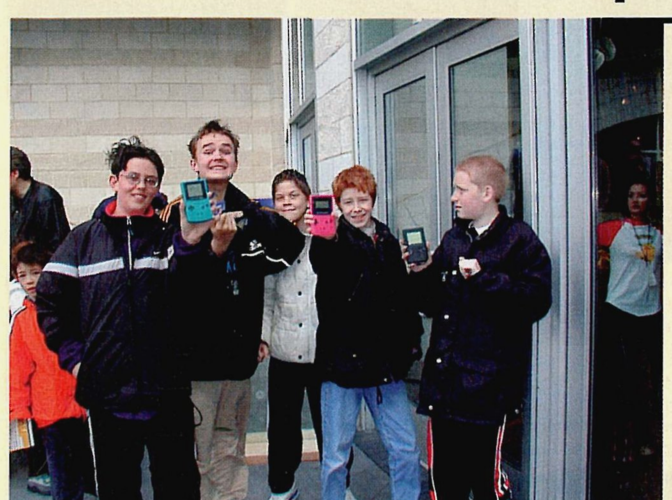
Bluewater is the UK's prettiest shopping centre by far. We even fed some swans. Great stuff.



Nintendo reps helped shy Pokémon owners through the downloading process.

POKÉ FOLK

Views from the Mew queue.



Hello. "Yay!!" **And you are?** "Tim, James, Robert, Anthony and Richard. We're going to be the first people to download Mew in the UK! We got here at 7.45am!" **Cripes. And how many Pokémon have you got, Tim?** "Once I've got Mew, I'll have 151. I got *Pokémon* in America ages ago, so I started collecting early, well before any of my friends had heard of it." **Nicely done there.**



Who are you two? "Iain and Ali. We're from Sutton Valence near Maidstone in Kent." **You didn't have to travel far, then. Get here early?** "About 8.45am. We expected the queues to be a bit longer, actually." **And how many Pokémon have you got, Ali?** "126." **And you, Iain?** "Actually, this is mum's cart. She's got 22." ***Pokémon* truly is the game for all ages. Well done, mum.**

MISSED IT?

If you couldn't make it to Kent's Mew Event, don't cry. Nintendo are touring the country with the European Pokémon Championships shortly, and they'll be taking the Mew Machines with them. While dates haven't been finalised, it'll all be happening between 15th July and 8th August, in locations right across the UK and including Ireland, too. Be there, Pokéfans!



△ *Pikachu was on hand to entertain the queue, which stretched all the way back to Bluewater's car park.*

△ *Publicity for the event was relatively scarce – these posters were all Pokéfans had to go on.*

up – along with Meowth, Poliwhirl and Charmeleon – to give great big hugs to giggling punters. Including Mark.

With a staggering 5,000 Mews finding loving homes, and hundreds upon hundreds of Pokémon trades and card game battles taking place in the long queue for the Mew Machines, it was a great day for everyone involved. And if you missed out, don't worry, it's not too late to nab yourself a Mew – glance around this very page for info...



△ *Some of these people had been queuing for three hours, all for that little kitten.*

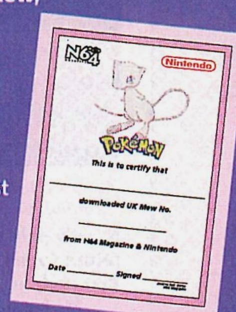
WIN! YOUR VERY OWN MEW

There'll be just 30,000 UK *Pokémon* owners who get their hands on a Mew – and *you* could be one of them. Mark managed to grab *four* Mews while he was down in Kent, and – resisting the temptation to keep them to himself – he's agreed to give them all away, along with exclusive certificates to prove their authenticity. Just answer this pitifully simple question...

Which Pokémon is a genetically-modified clone of little Mew?
a) Charizard b) Mewtwo c) Tangela

Scribble your answer on the form below, complete the tie-breaker section (in no more than 25 words, using another bit of paper if you run out of room) and send it to:

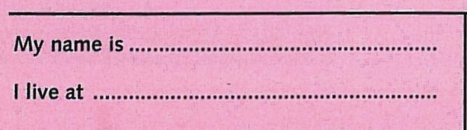
A Room With A Mew,
N64 Magazine,
Future Publishing,
30 Monmouth St,
Bath, BA1 2BW



From all the correct entrants, we'll pick the four with the best tie-breakers, then arrange for Mew to be downloaded onto their *Pokémon* carts. Bonzer!

Yes! Me want Mew!

The answer to your ever-so-easy question is...



My name is ....

I live at ....

....

My telephone no is ....

And I deserve a Mew of my own because...

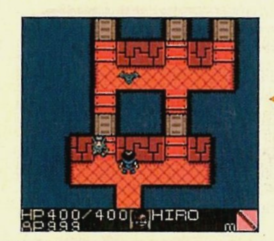


Daikatana

From: Kemco **Link-up:** No **Colour:** Only **Out:** Sept

It might have been a little underwhelming on the N64, and a near disaster on the PC, but this Game Boy version of *Daikatana* may well lift the spirits of designer John Romero and company.

Unlike the other versions, the handheld *Daikatana* is an action adventure pitched somewhere between *Zelda* and the *Turok* games, something which ought to suit the game's ambitious time-travelling storyline rather well. Assuming control of Hiro Miyamoto, you must travel through four time zones and 32 levels in order to recover the Daikatana itself, a magical sword with the power to cause disturbances in the very fabric of the universe.



It's a million miles away from the original concept.

Each of the time zones is populated by different varieties of creature, and you'll be armed with different weapons in order to take care of them all. It's for the Game Boy Color only, and Kemco seemed to be rather proud of it at the E3 games show in Los Angeles, displaying video footage on several large monitors. We'll be bringing you a review to coincide with the game's UK release this autumn, when we'll find out if anything good did come out of the game's unnaturally long development period.



Hiro looks nicely detailed in these early shots.



Caves and monsters. It must be Ancient Greece.

There's a definite Final Fantasy look to some parts of this game.

We need to get rid of that sentry drone.



Mega Man X

From: Capcom **Link-up:** No **Colour:** Yes **Out:** Oct

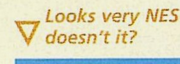

Kill the boss and steal his bio-suit.

With the blue-suited superhero from Capcom about to put in a rare Nintendo appearance in *Mega Man 64*, it's only right that he should return to his roots with this Game Boy update.

It's based on his SNES outings rather than his NES exploits, so Mega Man has a large collection of weapons and the ability to steal upgrades from the many boss characters he encounters during his platform adventure. In the early version we played, a boss encounter right at the start allowed the little battler to hop into an enormous mech suit and stomp all over the lesser enemies – very cool indeed.

No word yet on if the game will link up in some way with the N64 version, though it'd be a shame if Capcom pass up the opportunity for some *Mega Man* transfer pak action.

Megsy is just about to whup a little ass.


Looks very NES doesn't it?



Tweety's High-Flying Adventure

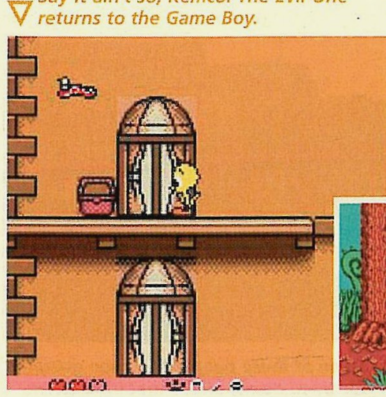
From: Kemco **Link-up:** No **Colour:** Only **Out:** Sept

Regular readers will be well aware of PGB's pathological aversion to the yellow peril they call Tweety, but the bird is set to make another Game Boy appearance this autumn.

This time the Evil One must fly around the world, collecting 80 feline pawprints along the way. If he fails in his quest, the Children's Park he loves will be closed down by Colonel Rimfire and his band of property developers. It's a platform game with adventure elements, and there are plenty of other Looney Tunes characters to meet, including Lola Bunny, Taz and Marvin the Martian. The graphics are sweet, even if the animation showing Tweety being slowly consumed by a hungry Sylvester has yet to be included. Fingers crossed for September.

We're siding with Colonel Rimfire in this one.

Say it ain't so, Kemco. The Evil One returns to the Game Boy.



How does Tweety reach such a high treasure chest? Hmmm...

Puchi Carat

From: Taito **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Yes **Out:** Now

Gems are highly desirable and can be won by beating the other characters in Story mode.

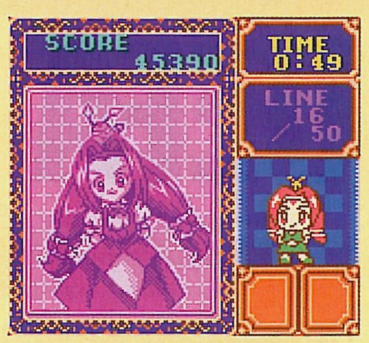


We're in the middle of a chain reaction. Yeah.

Cross *Breakout* with *Bust-a-Move* and you've got *Puchi Carat* – a strange mixture of action and puzzle game that plays a lot better than it sounds.

You use a little bat to flip a ball into the coloured jewels that dangle from the ceiling. Hit a bunch of the same colour and they all disappear, taking others with them in a huge chain reaction. Take too long, and the weight of the jewels will drag them towards the deadline. If you miss the ball, then a wave of extra jewels are added as a punishment, and when the jewels themselves finally reach the bottom of the screen, you lose.

Aiming a bouncing ball is far from easy, as any *Breakout* player will tell you, and matters are further complicated by the addition of a second human or computer player who can send extra jewels over to your side of the screen. It's a really great idea, although the nature of the game means there's a lot more luck involved than in similar puzzle titles. There are plenty of different characters to play as, each with their own strange reasons for entering the competition, and you can collect bonus artwork cards to trade with other players. Top stuff.



We cleared the entire screen with one shot to earn this cool card.

4



Different characters must face different formations of gems.

Pro Pool



No, some fool hasn't nicked a few of the balls from the table – this is 6-ball mode.

From: Codemasters **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Yes **Out:** Now

Everyone likes to think they could play like Tom Cruise in The Color of Money if the need arose, but the chances of ever getting that good are remote. Besides, unless you can run very fast indeed, playing the pool hustler is a surefire method of earning a trip to your local casualty department.

But thanks to Codemasters, you can now gamble, hustle and cheat your way through the seedy pool halls of the United States and always escape with both your wad of cash and your fingers intact. *Pro Pool* features a bewildering variety of game styles, from 9-ball to 3-ball, plus Speed, Killer, US and UK rules. You can play friendly matches against the computer or another person, or you could even begin a career in dodginess, earning a reputation as you bet money on the outcome of your games.

This is the basic 8-ball variant, often played in pubs by hopeless drunks.

It's always worth having a crack at full power.

Pro Pool plays every bit as well as *Virtual Pool* on the N64, and it's relatively easy to aim your shots thanks to the clear overhead view. If you know much about pool tactics, you can add some spin to set up flashy shots, then admire the results on the instant replay. We preferred hitting it as hard as possible, which creates instant mayhem on the table and can sometimes earn a victory thanks to a lucky pot on the black. Time to collect our winnings and make a run for it…

Be careful who you try to hustle. It's a jungle out there.

So what's the normal way to break in this situation?



UEFA 2000

From: Infogrames **Price:** £25 **Save:** On-cart
Link-up: No **Colour:** Yes **Out:** Now



Maybe you should try sticking someone on Luis Figo, Kev. Hey, it's just a thought. Anyway, don't worry: he can't shoot. Whoops.

Batty fouls like a good solid pro. What a top player.

If you think there's something familiar about these pictures, flip through your magazine collection and dig out your copy of January's issue of N64. Just a few short months ago, this game was known as *Ronaldo V-Football*.

Now the crocked Brazilian superstar has hobbled away to make room for a few cheesy photos of England's European Championship team, but the game itself remains identical to the original. Once you've got used to the strange way it works, *UEFA 2000* plays a fairly decent game of football. It certainly isn't quick though. In fact, the pace can be painfully slow at times, as the players can hardly move when they're in possession of the ball. They run around just fine at all other times, but as soon as they get involved in any meaningful action they move about as comfortably as Ronaldo himself does these days. And it wasn't that something was wrong with our cart, as *V-Football* had exactly the same quirk.

As long as you keep passing the ball and don't expect your players to go on any mazy runs, *UEFA 2000* works well enough. The graphics aren't bad, and burying a 20-yard shot is suitably satisfying. Although the awesome *Total Soccer* remains the king of Game Boy football, *UEFA 2000* could make a nice summer diversion.

3

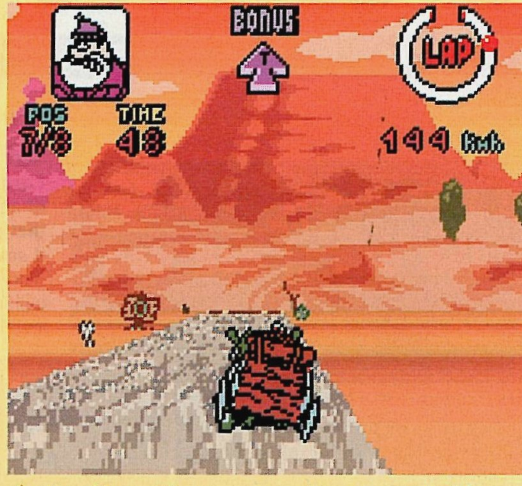
We all know Vieri was injured for Euro 2000 and didn't play.



The Germans are winding up for a goal frenzy.

Wacky Races

From: Infogrames **Price:** £25 **Save:** Password
Link-up: No **Colour:** Only **Out:** Now



The object of the game is to drive your makeshift carriage over the bodies of your foolish opponents.

Contrary to popular belief, Dick Dastardly didn't buy a purple suit and change his name to Waluigi. He's here in this comedy racer, along with Muttley the hound and their Mean Machine car.

Plus there's Penelope Pitstop and the lesser members of the crew that nobody really cares about, such as the Ant Hill Mob and the Slag Brothers. The purpose of their existence is racing, which is something they do with violent enthusiasm. Why? Nobody knows. The zany cartoon series was okay, though.

The *Wacky Races* game is a variation on the usual Game Boy driving theme, with very easy handling and a selection of weapons and other power-ups scattered around the tracks. It's plain to look at but extremely smooth, with a scaled texture effect that gives the roads the appearance of anything from gravel tracks to tarmac. At certain points the track disappears under water and you have to hit a ramp to leap to the other side. All technically impressive stuff for a Game Boy.

In terms of actual gameplay, there's little here that we haven't seen before. It's respectable but unremarkable. The weapons always seem to find their target, so there's little skill involved in aiming, there's no two-player mode and there are never enough cars on screen at the same time for it to be the true *Mario Kart* battle racer it aspires to. Still, the combative Endurance mode is good fun.

3



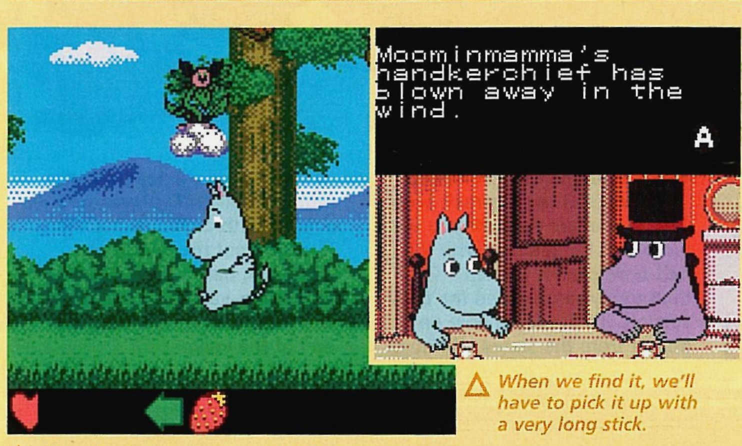
Penelope Pitstop causes untold mayhem.

The charmingly named Slag Brothers inflict icy pain upon a rival racer.

Even Paul's van could outpace that jalopy.

Moomin's Tale

From: Sunsoft **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now



Moomin spends a relaxing half-hour stomping on field mice.

When we find it, we'll have to pick it up with a very long stick.

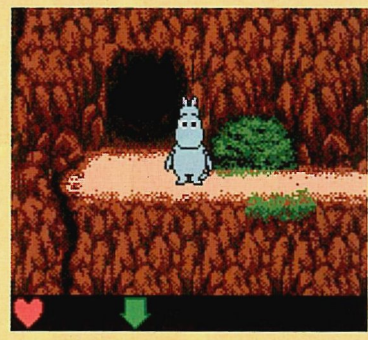
How far would you go to recover a lost hankie? One full not of chewy bits of congealed snot but with genuine Moominmamma memories. We'd just tell the daft old bat to buy a new one, but poor Moomin, being a very dumb-looking hippo, decides to embark on a quest to retrieve the missing rag.

Based on the popular children's stories from Finland, *Moomin's Tale* is surprisingly good, considering it is a game aimed at very young players. In a sector of the market dominated by truly dire platformers, anything as respectable as this is something of a rarity, and to Sunsoft's credit, they've actually included a fair old splash of originality, too.

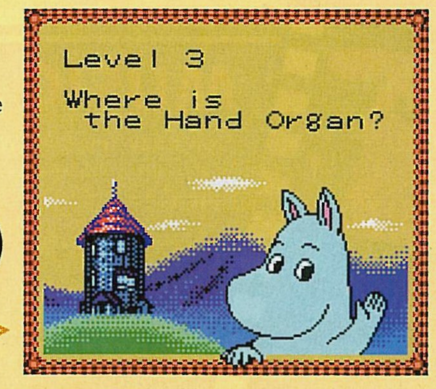
The scrolling levels are divided into smaller sections, and Moomin must complete a specific task before the next part opens up. To begin with, the tasks involve collecting items from awkward places. It's just an extended training mode really, and you are not required to combine all the different abilities you have learned until much later on in the game. Then there are mazes, tougher puzzles, races and even an exhausting, *Track & Field*-style button-bashing section. And best of all, when Moomin gets hurt, it gives you a very sulky stare.

It's as cute as can be, the graphics are bold and colourful, and it soon gets challenging enough to keep older gamers interested – assuming that they're not too embarrassed to be seen playing a Moomin game. Try putting your Game Boy in a brown paper bag, complete with a hole cut for the screen, perhaps.

4



Ahh. If we were Nintendo, we'd award Moomin honourary Pokémon status. We'd call him Hippolax.



The question on everybody's lips. Oh where, oh where could it be? Go fetch, hippo boy.

Oddworld 2

From: GT **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now

The first *Oddworld* was truly horrendous and lucky to pick up the single star we awarded it way back in the very first Planet Game Boy. Despite its undeniable crapness, the game must have sold well enough to merit a sequel, because a year-and-a-bit later we've got *Oddworld 2* coming at you in glorious technicolour.



Looks like somebody has been overdoing it.

It's the same sort of thing as the original, of course. You are Abe, mutant alien thing, and you're on a mission to save your equally freaky friends from being chopped up and made into processed meat treats. You have some simple spoken commands which you can use to get the slaves to do your bidding, although the handy 'fart' option from the first game appears to be missing. Even though there are some more races of aliens and the levels look much better, the same gameplay flaws are present, including the sensitive controls that make your character take a huge step after the briefest tap of the D-pad.

Maybe fans of *Oddworld* on the PlayStation will like the game more, but it didn't do anything for us.

2



... Abe's limited vocabulary doesn't stretch far beyond these standard phrases.

Get off him, Abe. All that fellow wants is a friend.

HOME MOVIE



Did you miss the Pokémon movie at the cinema? Even if you just thought you were too old to be queuing with the half-term crowd, we can thoroughly recommend the DVD version. It's available now on import from the States, although to watch it you'll need either a multi-region DVD player, or a PC or Mac with a DVD-ROM drive. If you've got the necessary hardware, here's what you'll find in this top-value package. It's due to be released in the UK at the end of the year.

MUSIC VIDEO

Don't Say You Love Me by M2M

Set at a drive-in movie, a group of American Teens sing, dance and watch the Pokémon flick. Tragedy strikes when the sheer power of their joyful boogieing ignites a volatile mixture of butter and corn in a nearby snack van. The van's proprietor is, presumably, killed outright in the explosion, leaving behind a shower of popcorn as his delicious, nutritious legacy.

There's no way the van man could have escaped with his limbs intact.



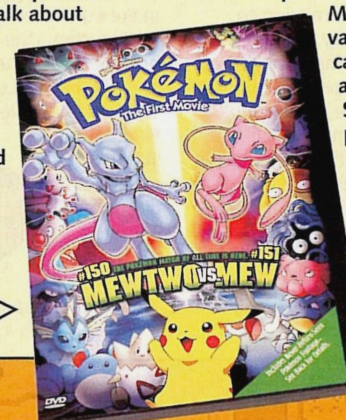
Never fear. The plucky duo continue to frolic in the whirlwind of popcorn and body parts. Sing it up, girls.

AUDIO COMMENTARY

Mewtwo really is one scary Pokémon.

A second audio track adds loads of replay value to a DVD, and Pokémon features an amusing and revealing commentary from director Michael Haigney and producer Norman Grossfeld. They talk about some of the differences between the original Japanese film and the US edition, and point out a couple of their mistakes. We're relieved to hear that even the makers of the movie can get the names of the monsters wrong.

Most interestingly, Haigney and Grossfeld provide an insight into some of the editing decisions and script changes which helped turn Pokémon: The First Movie from a dark and vaguely sinister Japanese cartoon into the most successful animated feature film of all time. Some of the more impenetrable plot twists were clarified or edited, and the tone of the movie was brightened considerably. For example, the sound effects for the final battle scene between the two Pokémon armies were actually removed and replaced with a song, as the original shrieks of pain were considered to be far too upsetting to be found in a family movie.

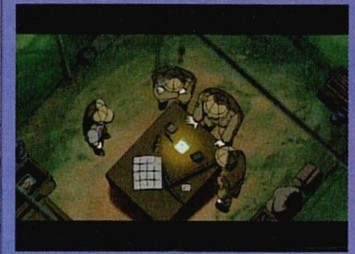


This is a top quality Pokémon package.

Scene Selections

You can skip straight to the good bits.

MEWTWO'S ORIGIN



The mystery of Mewtwo is finally cleared up. In this short segment, a group of intrepid explorers trek through uncharted jungle, chancing upon the ruins of a temple. Inside, they find a fossilised Mew hair from which to extract DNA and a stone carving to give them an idea of what the rare creature looks like. If only they had paid more attention, they might have spotted the real Mew that was following them all the way...

△ *No, you fools! You don't realise what you're about to unleash!*




△ *Recognise that shadow?*

ASH'S JOURNEY

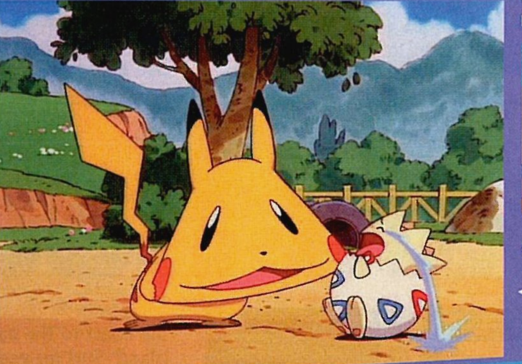
This is a brief recap of the start of the very first episode of the Pokémon cartoon. If you've never seen it before, Ash turns up late for a Pokémon giveaway and is stuck with Pikachu, the monster that refuses to go in its Poké Ball. The rest is history, and this clip is over in barely a minute.



△ *This could be the start of a beautiful friendship.*

PIKACHU'S VACATION

The warm-up act for the main event, Pikachu's Vacation is either vacuous rubbish or a charming look at Pokémon in their natural habitat – depending on how critical you're feeling. We happen to like it a lot, and the tale of Togepi's incessant crying, Marril's aquatic prowess and Charizard's mishap with a pipe certainly got us in the mood for the full movie. It also gave us a glimpse of a few *Gold* and *Silver* monsters in action.





△ *Pikachu certainly knows how to party.*

◁ *Pika's best William Hague impression didn't please Togepi.*



A joyous gathering of brand new monsters. ▷

This was something of a close race until Squirtle crashed into an obstacle. ▽

△ *Togepi's wailing pains Psyduck.*

FREE MEW CARD

This is a limited edition, so it won't be bundled with the movie forever. The card is a basic Mewtwo with 'promo' stamped alongside the stats bar. Highly desirable if you're a card trader.

Mewtwo is a handy addition to your deck. ▷

POKÉMON 2000

△ ***Ash and Pikachu riding Lugia.***

The second Pokémon film will be released in US cinemas on July 21st, and there's a preview trailer on this disc. It features a large selection of monsters from *Gold* and *Silver*, which will be ideal for introducing the new creatures to the States before those Pokémon games are released in October. We'll have to wait until next Easter to see it in this country.



◁ ***See them sprout up from the soil in the next movie.***

Pokémon Yellow

SURFING PIKACHU

Due to a slight mix-up last month (most likely Andrea or Mark's fault), we forgot to tell you exactly how to get a Surfing Pikachu of your very own. Sorry about that. We'll sack Neil or something. Anyway, here's how it's done.

1 First off, you'll need to be in possession of a copy of Pokémon Stadium. *Beat the game using your own Pokémon or a team of rental monsters, until you unlock Round 2 and the Prime Cup Master Ball division.*

2 Enter the R-2 Prime Cup Master Ball division using a team of monsters selected directly from your Game Boy cart. Do not register them. Of course, Pikachu has to be present, and he needs to be at a fairly high level as he will be doing a lot of fighting.

3 Win the tournament using a team that always contains Pikachu. The Yellow One must take part in each of the eight battles.

4 Don't use any continues. If you lose a round, rethink your choice of monsters and start again.

5 When you finally win, you'll be shown a picture of an awards screen with a Surfing Pikachu emblazoned upon it. Pikachu can now use Surf on your Game Boy.

6 Go to the beach south of Fuchsia City. Enter the hut and talk to the man inside to access the Pikachu's Beach surfing game.



Pokémon Red & Blue



CUT GRASS

Any monster that knows the Cut technique can not only be used to crop bushes and shrubs, but also cut down long grass. If anyone knows of a good reason to do this, please write in and tell us.

SAFARI TRICK

If you want to get hold of some of those cool Safari Zone monsters without having to rely on Safari Balls, here's how to do it. First go to the part of the Safari Zone where the type of monster you want tends to hang out. Then use an Escape Rope to get out of there (or walk around until your time runs out) and go to the coast to the east of Cinnibar Island. Surf up and down the thin strip of land so you're half in the sea, half on the beach. You'll encounter monsters from the last zone you visited. This works for any area in the game, so you can get hold of some very rare monsters without having to walk too far.

FISHING GLITCH

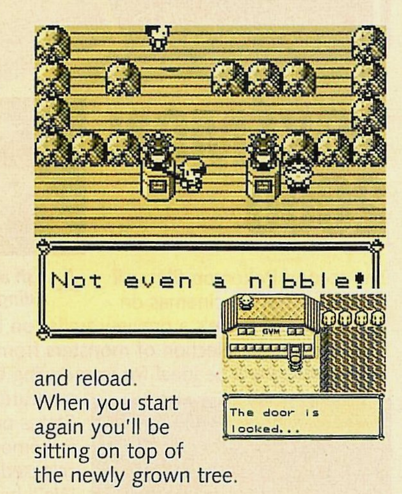
Here's a weird one. Walk up to any of the statues in the game and get your fishing rod out. How very odd.

CELADON GLITCH

In the hotel at Celadon City, there's an invisible Poké Centre. You can use the PC in the right-hand corner, even though you can't see it.

TREE GLITCH

Chop down a tree and stand in the space where it used to be. Then save the game, switch off the Game Boy and reload. When you start again you'll be sitting on top of the newly grown tree.



CINNIBAR GLITCH

Surf up to the beach on Cinnibar Island so that you land level with the gym. For some reason the old man will be sitting on the roof.

Asteroids

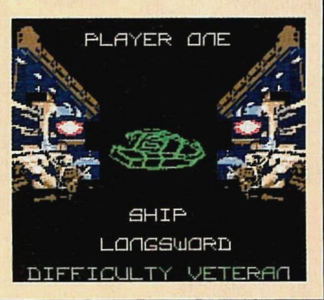
CHEAT MODE

Want to make the game just a teensy bit easier? Enter **CHEATONX** as your password to activate the all-powerful cheat mode. Then use Left and Right to select the zone you want, Up and Down to choose individual levels, and A to activate invincibility. Couldn't be easier.

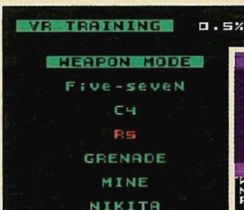


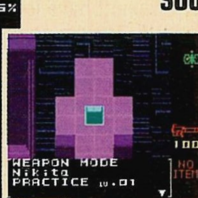
OTHER CODES

And while we're on the subject, let's remind ourselves of a couple of other 'Roids codes: **QRTREATR** will activate Classic Asteroids, and **PROJECTX** gets you the super duper Excalibur craft.



Metal Gear Solid





SOUND TEST

Complete all of the VR missions to get a sound test option. All that work for a sound test!? Tsk.

LEVEL SELECT

Finish the game on easy mode and you'll be able to play any level you like, any time you want. The mission objectives also change slightly.



Worms Armageddon

LEVEL CODES

There are loads of different types of landscape available for worming battles, but how do you pick your favourite? Use these codes to select your preferred killing grounds.

Alien, Cheese, Computer, Construction, Egyptian, Fruit, Garden, Hell, Jungle, Medical, Pirate, Snow, Tools, Treehouse

Duke Nukem Zero Hour

INVINCIBILITY

Want to be an invincible killing machine? Here's the code to tap in at the title screen:

Up, Down, Down, Left, Right, Left, Up, Up.

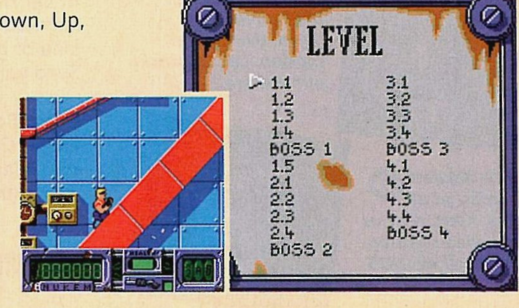
LEVEL SELECT

Choose your starting location with this code. As before, enter the code at the title screen.

Left, Right, Up, Up, Down, Up, Right, Left.

MACHINE GUN

There's a better weapon located atop the sloping platform on level 1-4. To get it, keep jumping while you're on the platform and leap all the way to the top.



HIGH SCORES

Those *G&W Gallery 3* scores have started to trickle in, and you might notice a few slight improvements in some of the *Pokémon Pinball* and *Tetris DX* records. It's all about evolution, not revolution. Keep 'em all coming.

POKÉMON PINBALL

Red
10,959,250,700 Zamir Bandali
9,582,100,850 Josh Matthews
7,532,370,300 Robbie Klijn
4,966,235,700 Oscar Shefik
4,411,553,000 Swee Ling Khow
Blue
17,107,294,950 Swee Ling Khow
15,240,391,550 Zamir Bandali
12,633,586,000 Robbie Klijn
10,284,984,100 Yuen Tsang
10,117,350,650 Gigi Tsui

MARIO DELUXE

Challenge
1,303,650 James Holt, Halifax
1,285,750 David Noble, Belfast
1,281,100 Ian Shaw, email
Super Player
1,283,650 Joseph Cayzer, Australia
456,150 Phil Wakely, Exeter
406,000 Peter Tweedie, Woking

TETRIS DX

40 Lines (level 0)
1:28 Alan McMonegal, Glasgow
1:31 Richard Ford, London
1:32 Nick Bec, Salisbury
Ultra (level 0)
24,391 Alan McMonegal, Glasgow
22,059 Nils Skuncke, Norway
21,488 Richard Ford, London
Marathon (level 0)
4,396,921 Alan McMonegal, Glasgow
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
Marathon (level 9)
6,395,775 Alan McMonegal, Glasgow
6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London

GAME & WATCH GALLERY 3

Mario Bros (modern)
604 Jonathan Denne, Stansted
494 Simon Garner, Australia
Egg (modern)
827 Jonathan Denne, Stansted
745 Rachel Shepherd, Barnsley
Turtle Bridge (modern)
580 Leigh Madden, Hull
372 Mark Wallace, Crewe

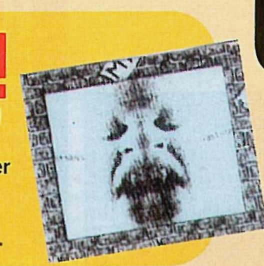
Scores wanted!

Send your high scores to: **Planet Game Boy (high scores), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.** If you're online, email us at n64@futurenet.co.uk

Game Boy Gallery

WINNER!

Reuben Lodge of London used the power of the Game Boy Camera to recreate the monster from Xtro, a freaky '80s sci-fi movie. Reuben's version is far better than the one in the film.





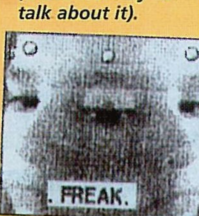
That's Keith Mortimer, showing the average Aussie's natural ability with a disguise.



Squinty alien action from Andrew Hyland of Accrington.



Eskil Vestre, from the Land of the Long Ball (that's Norway to talk about it).



Siamese twins from Driffield. By Charlie Clark and Charlie Clark.

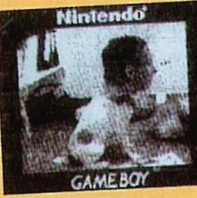


This one's by Michael Hyland, who also happens to live in Accrington. Have you met Andrew yet? Small world.

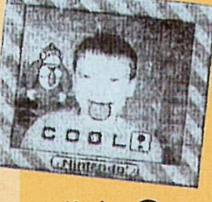
The lumpen creation of Scott Houston, all the way from Co. Antrim. Get well soon, pal.



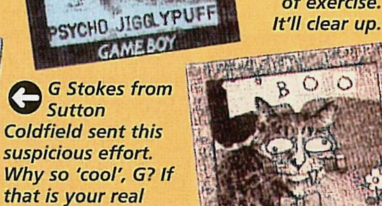
Dave Fryer from Seaton exposes the dark side of Jigglypuff.



Half dog, half Will Durigan from Marlow. Take plenty of exercise. It'll clear up.



G Stokes from Sutton Coldfield sent this suspicious effort. Why so 'cool', G? If that is your real name...

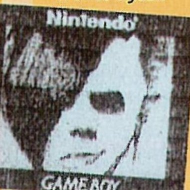


Mutant cats are always welcome in the Gallery, and this little cutie was sent in by Justin Calderon. Thanks!

Having taken a second look, we've no idea what this is. By Trevor Ryan.

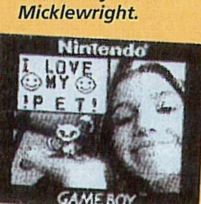


A fine combo of bald head and Game Boy Camera. From Callum Andrews.

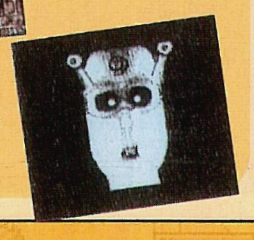


Almost too horrible to contemplate. This lovely lady was created by Daniel Micklewright.

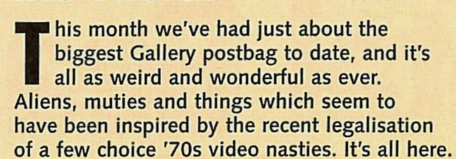
It's a monster behind bars, hence the helpful caption. Leo Urbanski put it there.



That's sweet. Catherine Rock loves Mew too.



Chris Bartlett from, of all places, Kent, sent us this alien sighting. Roswell via M25.



Don't call me rabid.

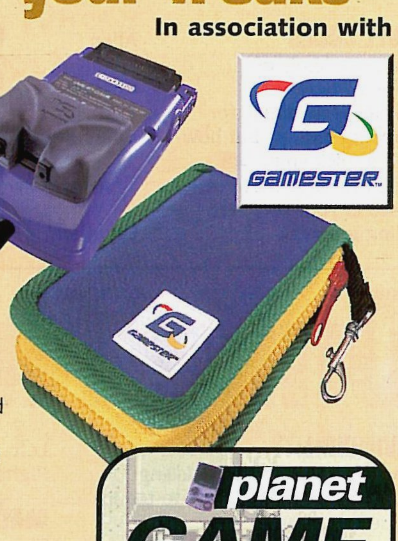
This month we've had just about the biggest Gallery postbag to date, and it's all as weird and wonderful as ever. Aliens, muties and things which seem to have been inspired by the recent legalisation of a few choice '70s video nasties. It's all here.



Our winner this month wouldn't have looked out of place in a George A Romero zombie flick, and if you have trouble sleeping after staring at it for a few minutes, Reuben Lodge is the man to complain to. The most worrying thing about these pictures is that they all portray real people. Perhaps there's something about Game Boy Cameras that means that as they get older, their pictures begin to reveal alien weirdness in everyday folk. Sort of like in John Carpenter's movie They Live. Tell us the truth, Shigsy!

Send us your freaks

In association with



Point your GB Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite will receive a Gamester Game Boy Powerpack and Wallet to save on those battery costs and protect your machine from scratches. Don't forget to tell us what kind of GB you own so that Gamester will know what kind of gear to send you. Send your pictures to:

Game Boy Gallery,
Planet Game Boy,
N64 Magazine,
30 Monmouth St, Bath, BA1 2BW.

EVERY MONTH – ONLY WITHIN THE PAGES OF



THE LATEST UK N64 GAMES REVI

N64 MAGAZINE ARENA

NBA IN THE ZONE



Boom-shak-a-lak!

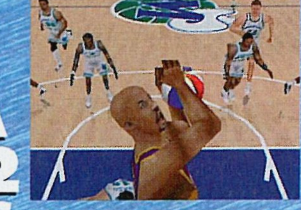
Worthy enough to remain 'in the zone' – or will it just end up 'in the bin'?

GO TO PAGE 62



The games they're playing in America and Japan.

NBA COURTSIDE 2 FEATURING KOBE BRYANT





Or can Kobe Bryant's latest win the fans?

GO TO PAGE 66



TOP GEAR HYPERBIKE

Bikes. Mud. Roads. Fun?

GO TO PAGE 70



NAMCO MUSEUM

Get in the Memory Lane.

GO TO PAGE 72



SPACE INVADERS

Watch the skies! Again!

GO TO PAGE 73



ALL-STAR BASEBALL 2001

Field of dreams?

GO TO PAGE 74

EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...



THE INFO BURST

Look for this box on all our reviews to get an idea of whether the game in question uses N64 peripherals like Memory and Expansion Paks. Also, we'll tell you whether it works with the new Transfer Pak, when it's out, over here and in Japan and the States, and how much it costs.

Having trouble finding a game?
Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS

What does the game do with the N64's stunning graphical power?

SOUNDS

How good are the game's sound effects and music?

MASTERY

How well does the game make use of the N64 and its incredible hardware?

LIFESPAN

Will the game last you for months or a matter of hours?

VERDICT

An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses

+ Amazing levels.

– Appalling music.



If you like this...
Mickey Mouse 64
Rare
N64/45, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.







7 LIFESPAN



HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth.



85% and above
Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.

84% – 70%
If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.

69% – 50%
Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.

49% – 20%
Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.

19% – 0%
The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.

TEAM 64

NBA In the Zone 2000 and *NBA Courtside 2* have had us slam dunking and dribbling balls all round the **N64** office this month. Apart from Paul, who just dribbles anyway.



ANDREA BALL
A dummy to the left! A dummy to the right! Come to think about it, the Ed's surrounded by dummies on all sides.
GAME OF THE MONTH
TG Hyperbike



JUSTIN WEBB
Notice the intense concentration on Jud's face – making this basket could pay for a whole fleet of new cars.
GAME OF THE MONTH
TG Hyperbike



MARK GREEN
Mark flashes the camera a knowing grin before blitzing his way up the court. Then he comes back for the ball.
GAME OF THE MONTH
Namco Museum



DARK MARK
Dark Mark just barged folk out of the way, so we sent him off for an early shower. And then we nicked his towel.
GAME OF THE MONTH
Space Invaders



MARTIN KITTS
Kittsy dazzled us with trick shots, before being signed up by a US talent scout. He'll be back by Monday, we say.
GAME OF THE MONTH
NBA Courtside 2



PAUL EDWARDS
His extra height should have been the ideal b-ball advantage, but we just used his long locks to climb to a similar level.
GAME OF THE MONTH
Namco Museum



ALAN MADDRELL
Although being shorter than most players, Alan span balls and did fancy passes aplenty. Shame we couldn't catch any of 'em.
GAME OF THE MONTH
ASB 2001

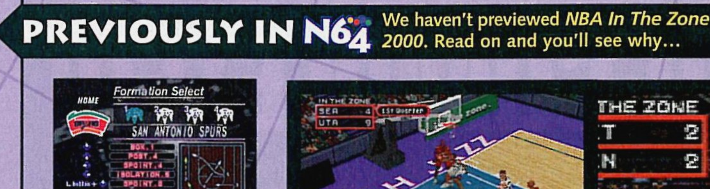


STEVE JALIM
Our pint-sized new production editor was still able to power plenty of dunks home. (Stepladder just out of shot.)
GAME OF THE MONTH
NBA Courtside 2



MEW
Calling upon his telekinetic powers, Mew trashed the rest of us, racking up 103 3-pointers in a single quarter.
GAME OF THE MONTH
Moomin's Tale

PREVIOUSLY IN N64 We haven't previewed *NBA In The Zone 2000*. Read on and you'll see why...



TIGHT FORMATION, CHAPS

We quite like the idea of being able to twiddle the lines of attack for your players. While this obviously has much more of a place in an American football game, it just goes to show how detailed a game *Zone 2000* is. But seeing as you control a player yourself, and the games are pretty random and unpredictable, all your carefully-laid plans go right out of the window when rubber hits hardcourt.



Cripes. A mighty war party. A bit like Apocalypse Now, but with hoopsters, not helicopters. Almost.

It's all about give and take, basketball.

Strangely, the players don't seem to be in any great hurry sometimes.

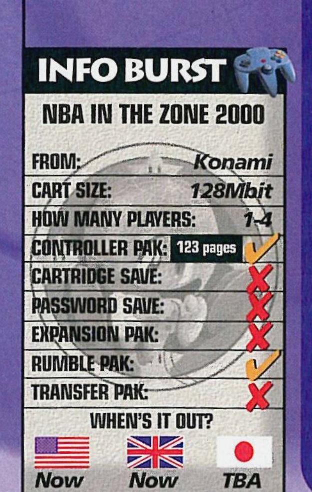
Properly implementing the formations is quite taxing.

He's in! He's all alone! He's in the zone! Er, yes.

Exhibition Mode is great. Select any David and Goliath-style combo for your fun.

NBA IN THE

In the Star Game zone? Or in Boyzone?



INFO BURST

NBA IN THE ZONE 2000

FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	123 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

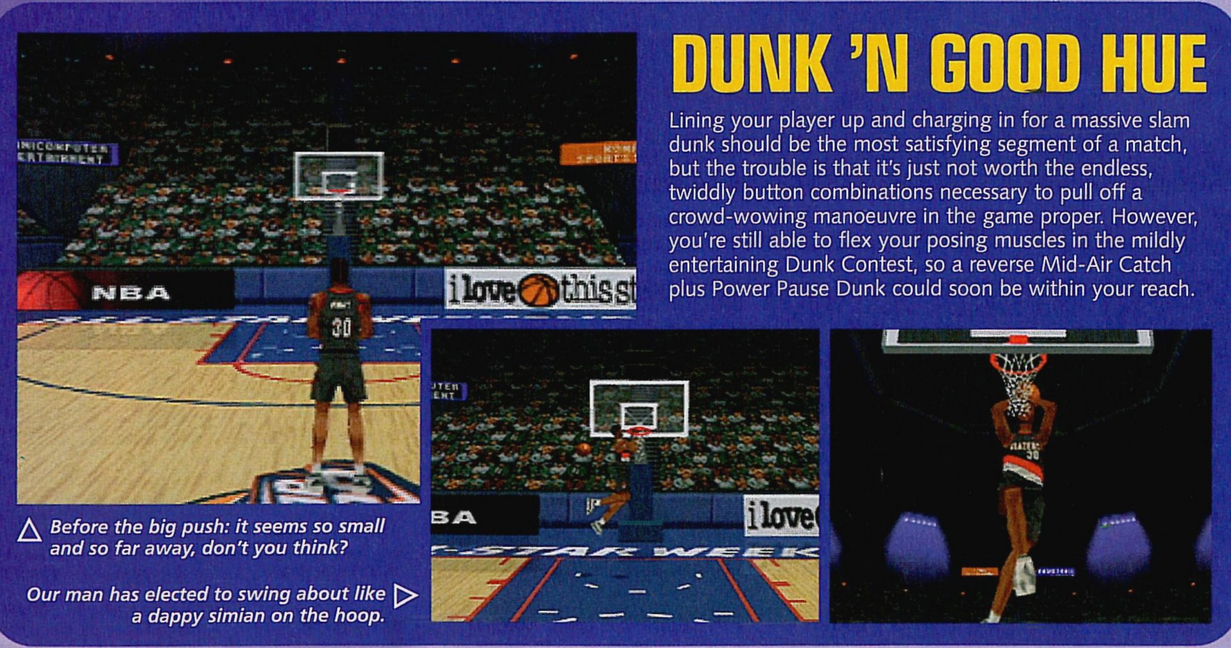
WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £50

DUNK 'N GOOD HUE

Lining your player up and charging in for a massive slam dunk should be the most satisfying segment of a match, but the trouble is that it's just not worth the endless, twiddly button combinations necessary to pull off a crowd-wowing manoeuvre in the game proper. However, you're still able to flex your posing muscles in the mildly entertaining Dunk Contest, so a reverse Mid-Air Catch plus Power Pause Dunk could soon be within your reach.



Before the big push: it seems so small and so far away, don't you think?

Our man has elected to swing about like a dappy simian on the hoop.



All looks a bit chaotic, doesn't it?

Nice replays, and satisfying too, but they do show off the slightly jerky animation.

You'd smile too, if you made that kind of money.

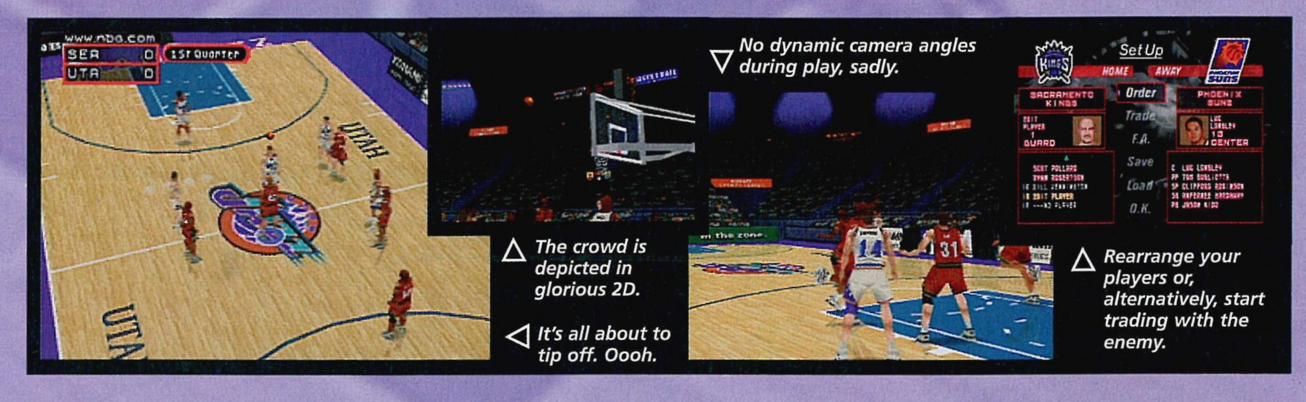
It's better not to ask how that ball stays stuck there. Animal magnetism, let's say.



FOUL PLAY

Play nicely, now. You can't actually punch your fellow sportsman senseless, but there are a million ways to anger the gods of the court. Well, twelve is nearer the truth, but that's quite enough. The game of basketball is laden with obscure fouls, like the three, five or ten-second penalties, which automatically give possession to the opposition. Basically, don't go back into your own half with the ball, don't stay still too long and don't linger 'in the zone'. Annoyingly, it's very easy to commit a 'defence foul', incurred by running into someone when either of you has the ball.

ZONE 2000



No dynamic camera angles during play, sadly.

The crowd is depicted in glorious 2D.

It's all about to tip off. Oooh.

Rearrange your players or, alternatively, start trading with the enemy.



STATTY

Puzzled players will be scratching their heads, wondering exactly why you need an entire Controller Pak to save your progress. All questions are immediately answered when you idly flick through any of the stats screens. It's all here, from details of an individual player's performance to stats that show trends in an entire season. Wow. However, this is not quite so surprising when you remember that the game comes from the land of the free, and they do get quite excited about sports statistics. Lots of them.

Those licensing folk at America's NBA have teamed up with Konami yet again. The '98 and '99 versions of *In The Zone* were fraught with difficulties, namely confusingly blocky graphics, duff animations and a strangely lifeless touch. So, in the light of other basketball newcomers, can *NBA In The Zone 2000* still justify its existence?

The answer, sadly, is no. *Zone 2000* pitches itself firmly in the direction of realism, featuring none of *Kobe Bryant*'s high-flying powerdunks or anything quite so amusing. A laudable intention, you might think, but making an enjoyable realistic hoop sim is an incredibly difficult task. For one, you'll be needing first-rate graphics. *Zone 2000* is a lot less fuzzy than its forebears, but the animation is so weak that the players twitch about the court, cluttering up the place. To take advantage of the on-the-fly manoeuvres such as changing dribbling style, you have to be able to fathom who you are controlling and who has the ball. This results in matches becoming a frenzied button-bash,

VISUALS *It's a lot less fuzzy than its forebears, but animation is so weak, players lurch about the court.*

GO! GO!



Five on one? Hardly seems fair to us...

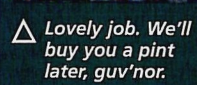
Lovely job. We'll buy you a pint later, guv'nor.

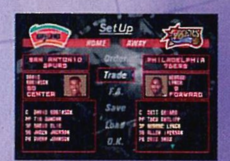


STARS IN YOUR FACE

Michael Jordan has always been particularly reluctant to bask in the limelight of a basketball game. Oddly, after his retirement he started to appear but now he's gone again. Fans should still be grateful for the chance to take control of Shaquille O'Neal, John Stockton and, er, Kobe Bryant. They look alright in the miniature photos at the selection screen, but get into the game and the players might as well be those generic kids who hang around the back of the youth club in bandanas.









ROUGH TRADE
You can trade players to and fro until you're blue in the face. The possibilities are considerable, like turning the Knicks into dunderheads or rescuing some small-town team from obscurity. But clearly the best bit of this whole area of the game is tinkering with the socks on your precious, custom-designed hoopist, and then seeing those tinkered socks in action against Shaq and co.



Yeah, yeah. Okay, whatever you say, ref. You'll get yours.

Footie fever has found its way to the States.

The players call a time out, confused by the controls.



"Just what is going on with your shadow, man?"



We'd never heard of the Kings and the Suns. Oops.

Oi! Look at me when I'm fiddling with your stats!

GO! GO! trying to pilfer the ball off the opposition without committing one of the many possible fouls. If and when you finally get near the blessed ring, there's more crazy button-mashing as you fight your way through the messy players to rack up a dunk.

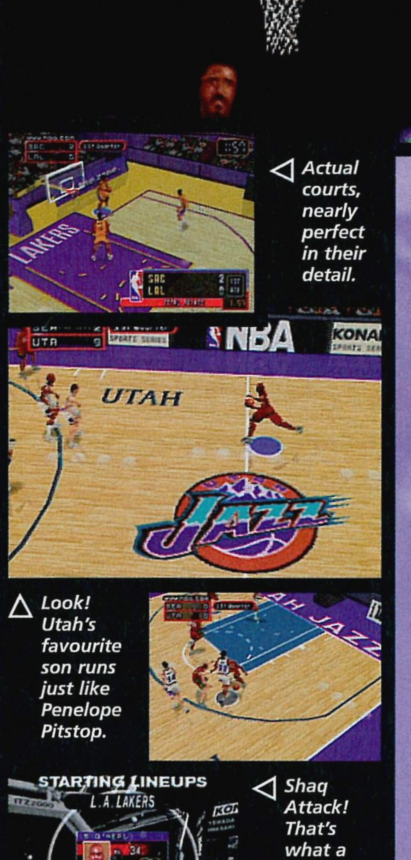
Konami have kept the popular three-point shootout, which makes for okay multiplayer action, but it's basically the same analogue-bending shenanigans you'll see in the Ekans Hoop Hurl minigame in *Pokémon Stadium*. Much better is the new Dunk Contest – nothing to do with digestive-in-tea action, but rather a kind of stunt or trick mode. This is the bit you'll want to show off to your mates, where you take turns to line up for a twisting, backhander powerdunk. Unfortunately, you'll rarely get to try any of this entertaining trickery in a real game, as you'll be too busy trying to prevent the computer legging it back down the court for an easy victory.



◁ The Holy Hole. Shame the last person threw a human head in.

Doesn't look so great up close, does it? ▷

◁ "Oh, everybody's gone... Forget this, guys, I'm at lunch with my agent."



◁ Actual courts, nearly perfect in their detail.

△ Look! Utah's favourite son runs just like Penelope Pitstop.

◁ Shaq Attack! That's what a good license can do for you.



PLAYING DRESSING-UP



△ Sadly, the game allows you to put all of a player's stats to 100. Oh dear.

Customising your little men is becoming an increasingly commonplace feature in sports titles. The leader in the field is undoubtedly the 'sport' of wrestling, where the tattoos and goatees reign supreme. In *Zone 2000*, the unearthly dimensions of most basketball players make for unrealistic but vaguely amusing possibilities. A gargantuan lunk who collapses at the sight of a ball can now be pitted against the mutant offspring of Tom Thumb and, er, someone really good at basketball.

Play-offs, seasons, player trades – all the micromanagement fun of the fair is here. The players' appearances can be tinkered with and tweaked to suit your taste, transforming a 300lb shortie into a lean and overstretched beanpole. You can also fiddle with details like their socks, arm-bandages and the like.

LIFESPAN *Play-offs, seasons and player trades – all the micromanagement fun of the fair is here.*

The customary Instant Replay function makes an appearance, too. Changeable camera angles and freeze-frame replay are welcome, but they do seem slightly nonsensical when the replay itself covers a mere four seconds.

The control system is not quite as intuitive as we might like. B serves as shoot or jump, but that's the only constant feature. Everything else changes, depending on the situation in which your player finds himself – for your first few matches you'll have one eye on the game and the other on the instruction manual. Determined players will battle through this awkward teething stage to reach the point where the constantly-changing controls will come as second nature. But then they may well want to play with someone else, and the whole painful learning process begins anew.

Directing your player is not helped by the frankly bizarre turbo option. This provides a quick burst of speed, allowing your man to rocket past the baffled opposition. Amazingly, this makes a player move so quickly that you can easily caper right off the court and into the crowd. In a game that is geared towards realism, the turbo button (Z) is simply out of place. Plus, none of the other players seem to have this ability to accelerate so astoundingly. Quite why the feature was included is anybody's guess, and it is best completely ignored.

Basketball is a tricky beast, but it also sells by the bucketload, so Konami will continue to flog this particular horse as far into the future as we can see. Realism is fine and dandy, but sports sims have to be good, simple fun before they can start to crawl their way out of the doldrums and into serious gamesplayers' collections. Flick forward to Martin's *Kobe Bryant 2* review on the following pages to see how this can be done.

ALAN MADDRELL

pluses & minuses

+
- Better-looking than its predecessors.
- Options as far as the eye can see.
- Frantic multiplayer action.

–
- Duff character animation.
- Difficult to penetrate.
- A bit dull.

If you like this...

NBA Courtside 2 featuring Kobe Bryant
Nintendo
N64/44, 87% (import)
Fun, amusing, slick and sexy. This is the way it should be done.



6 VISUALS
Choppy animations just don't cut it. Why do the players all look like furry midgets?

6 SOUNDS
Not bad techno/hip-hop choonz, but the actual sound effects of the ball hitting things are complete crud.

5 MASTERY
The N64's not being stretched here.

8 LIFESPAN
Tons of options, plus those minigames, should make this last.

VERDICT
It's competent, but that's not quite enough to make the NBA's seemingly millionth game stand up against rival *Kobe Bryant 2*.



The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

PREVIOUSLY IN N64 We slam dunked aplenty with the original *NBA Courtside* back in **N64**/18.

It's all too easy when you're seven feet tall.

Playing a quick one-two is great for fooling creaky old defenders.

Just like Sunday afternoon at the leisure centre.

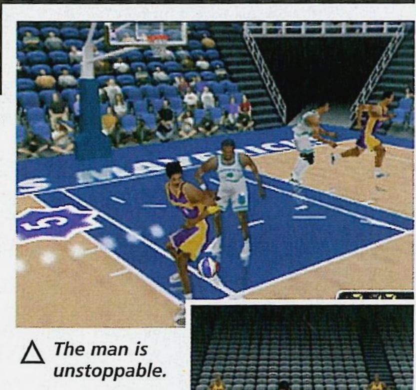
There's no stopping a player in that kind of mood.

Getting your head stuck in the basket is a common cause of neck injury.

Actually, 212 points is an average score here.

The lad is plainly full of confidence. Have a shot, son.

Defending is so much harder than scoring. Typical basketball.



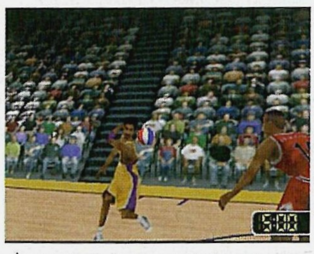
You get a great replay after most big dunks. If you don't want the flow of the game to be interrupted, press B to skip.

Kobe picked up a pretty respectable 49 points in this game, making him our top scorer.

IMPORT ARENA

THE MAIN MAN

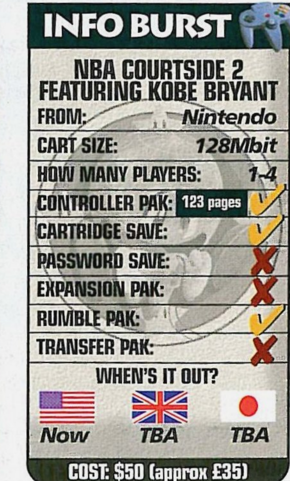
Hold the special moves button (Left-C) and you'll see just how much the Michael Owen of basketball has learned since his last outing. Kobe Bryant is by far the best player in the game (even if he isn't in real life) and can perform the most amazing tricks. The other players have their share of skills too, but if you want to dazzle the crowd you need to draft Kobe into your team of choice.



Only Kobe has this ludicrous 360° dribble move. Top stuff.

The man is unstoppable.

Kobe turns on the style for his coaches.



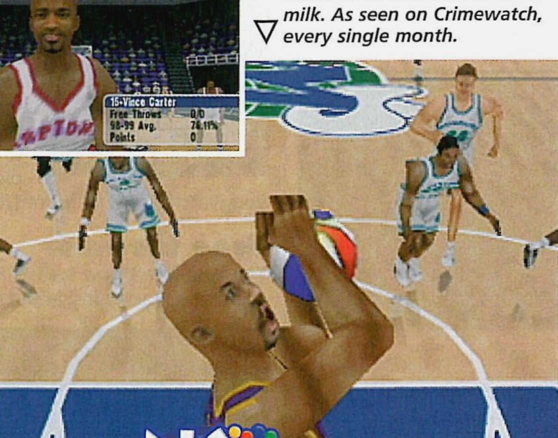
NEW FACES



△ During a free throw he looks like a normal person...

...but then he ▷ starts slam dunking. Help!

Facial animation is all the rage these days, with *Conker* and *Turok 3* set to feature some great expressions and top polygonal character acting. But *NBA Courtside 2* got there first. The players have scary moving mouths so that they can shout and pull weird faces when they go up for dunks. Judging by the photos in the game manual, the real NBA players gurn every time they see a camera, so at least it's realistic.



◁ *Judging by that expression, he's about to be very antisocial. Air freshener, quick!*

The kind of face that curdles milk. As seen on Crimewatch, every single month. ▽

SHOWING OFF

The new practice mode allows you to play at being the Harlem Globetrotters without having the inconvenience of another team on court. You can work special moves and experiment with tactics, but you'll have to be some kind of basketball genius to do the same thing against one of the top sides.



N64 MAGAZINE STAR GAME

Sometimes ▷ *players will dive like footballers.*

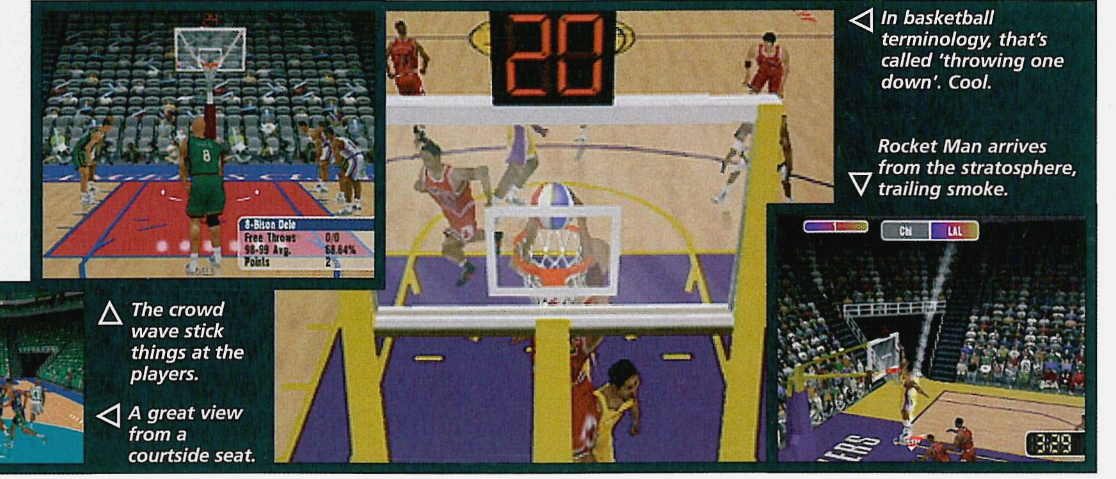
▽ *Time for a power dunk.*

NBA COURTSIDE 2 FEATURING KOBE BRYANT

Super Kobe slam dunks another winner.

Since we reviewed the original *NBA Courtside* back in issue 18, no basketball game has come remotely close to matching the slick playability demonstrated by Left Field's debut release.

Unfortunately, no basketball game – not even *NBA Courtside* – has sold more than a handful of copies in this country, so while the Americans have been able to enjoy this fantastic sequel for some time now, *NBA Courtside 2* is unlikely to see the light of day over here. But if you've got an NTSC N64 or a PAL machine with a converter cart, you can enjoy the world's finest basketball game right here, right now.



△ *The crowd wave stick things at the players.*

◁ *A great view from a courtside seat.*

◁ *In basketball terminology, that's called 'throwing one down'. Cool.*

Rocket Man arrives from the stratosphere, trailing smoke. ▽

GO! GO!

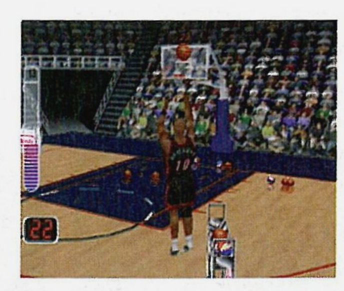


NEW FEATURES

Take a gander at this selection of brand new stuff.

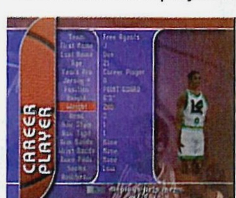
3-point contest

Based on the NBA All-Star Weekend contest, and a staple of basketball games for the last couple of years. Shoot 25 long shots in 60 seconds, with the multicoloured 'money balls' counting double.



Career mode

Create a rookie player and win experience points for outstanding performances. Score hoops, grab rebounds, get assists and generally play like a superstar in order to improve your stats enough to grace the playoffs.



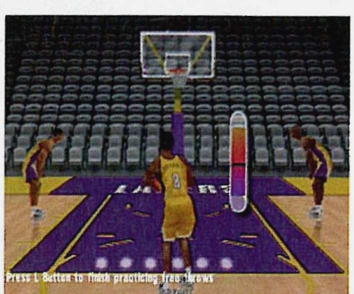


Animations

Many players have signature moves which you'll get to see on a regular basis if you play well, but it's impossible to tell which moves are player-specific unless you watch an awful lot of NBA on telly.

Free throws

The new free throw system is great. You have to position a marker inside the coloured area of the bar and shoot when the moving basket indicator is in the right place. Take too long, though, and the bar shrinks to nothing.



Momentum

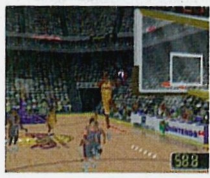


Get the crowd excited by playing well (or to shut them up if you're the away team) and the momentum bar will move over to your team's side. This means that you'll enjoy improved accuracy and unlimited turbo.

Replays

Now you get to watch your best dunks from an unusual camera angle right after you score. The slow-motion instant replays give you a chance to admire the amazing motion capture and silky animation.





PLAY THE IMPORT

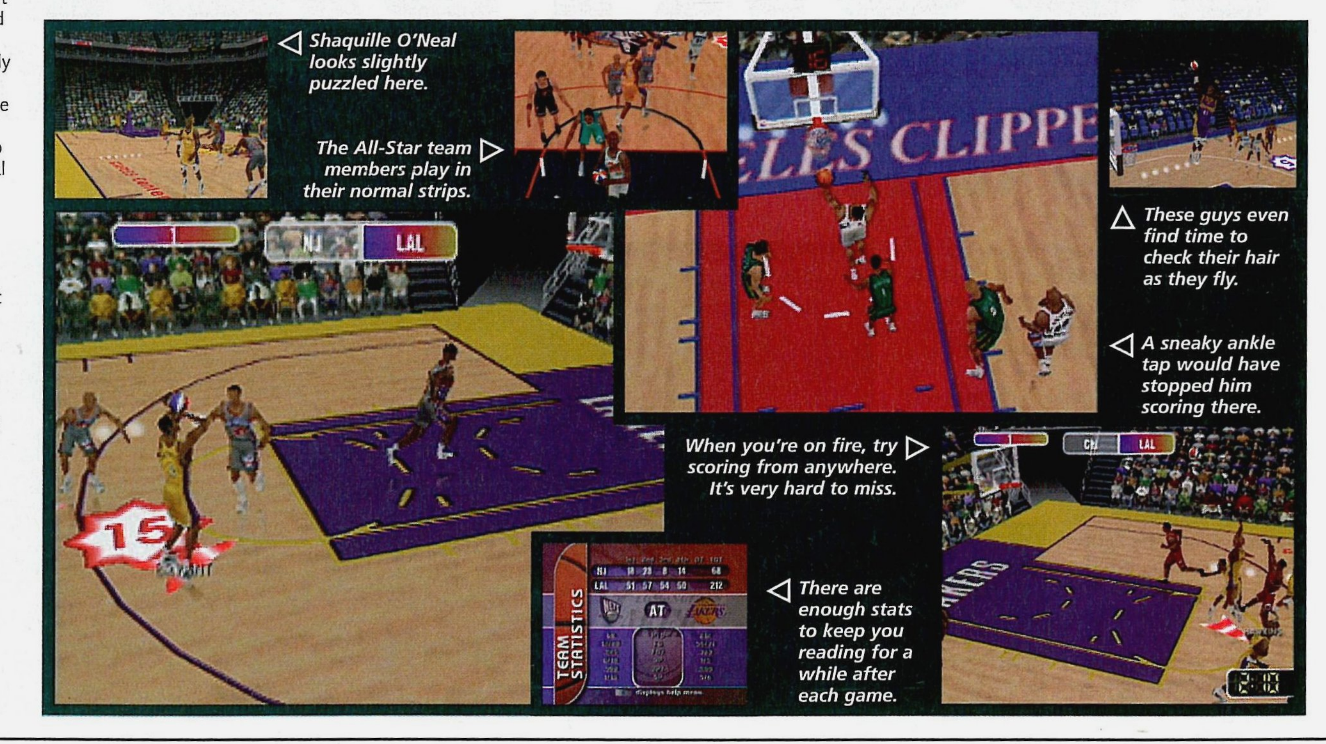
Although *NBA Courtside 2* is not scheduled for a UK release, basketball fans can play it on a PAL machine using a converter cart. We tried it with the N64 Passport converter and it worked just fine, though the screen was offset slightly to the left, giving a narrow border down the right-hand side. That's probably as much to do with our temperamental TV as anything else. You can get hold of a copy of the game via importers such as CA Games (0141 334 3901), or via the Net at www.express.com. Other must-have NTSC-only games that work with the Passport converter include the wonderful farming RPG *Harvest Moon*.

Whether or not you like basketball, there's no denying what a great videogame it makes if it's done well. And now *NBA Courtside* – the best hoop game you can buy – has just got that little bit better.

The original version pioneered a wonderfully versatile control system and strong artificial intelligence, features which have been retained and improved for *NBA Courtside 2*. The moves are basically the same, but a new Rookie mode automates some of the more confusing parts. If you're already familiar with the first game, you can jump straight into the Pro controls, which now allow you to influence the actions of the computer-controlled players. For example, you can highlight a player and make him run towards the hoop, then lob a pass to him and he'll tip the ball into the basket for you. Neat.

You can create a player to take through a gruelling 82-game season, with all sorts of management options available. Playing a full season will probably take months, so there's also a streamlined Arcade mode available to provide a more immediate sort of challenge. It's a shame that you still have to play a full five-a-side game though, as a two-on-two mode would have suited the mile-high dunks and turbocharged gameplay.

The graphics are much the same as last time, which is no bad thing. Developers Left Field have given the courts a fresh lick of paint and added freaky expressions to the players' faces. The animation is excellent and, unlike this month's other basketball game, the players actually react to the position of the ball. The better teams will administer a sound thrashing if



◁ Shaquille O'Neal looks slightly puzzled here.

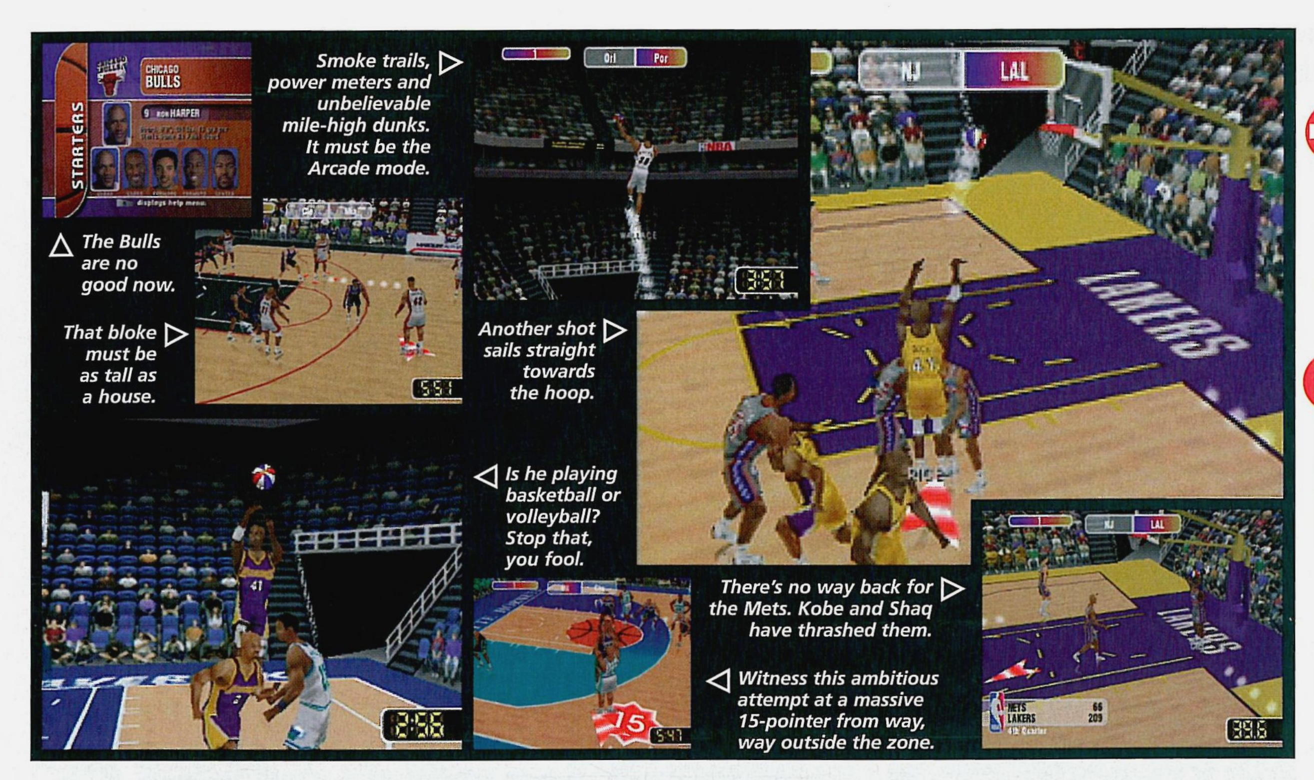
The All-Star team members play in their normal strips. ▷

△ These guys even find time to check their hair as they fly.

◁ A sneaky ankle tap would have stopped him scoring there.

When you're on fire, try scoring from anywhere. It's very hard to miss. ▷

◁ There are enough stats to keep you reading for a while after each game.



Smoke trails, power meters and unbelievable mile-high dunks. It must be the Arcade mode.

The Bulls are no good now.

That bloke must be as tall as a house.

Another shot sails straight towards the hoop.

Is he playing basketball or volleyball? Stop that, you fool.

There's no way back for the Mets. Kobe and Shaq have thrashed them.

Witness this ambitious attempt at a massive 15-pointer from way, way outside the zone.

you try to embarrass them with special moves, but you can show off safely against the dross such as the Michael Jordan-free Chicago Bulls.

VISUALS

The developers have given the courts a lick of paint and added expressions to players' faces.

Presentation was the only thing that let the first game down, so it comes as no surprise to find that the menus have been tidied up, the commentator has a much wider range of phrases, and there's a proper intro before each game. The players still don't celebrate all that much, but some of them seem to have little animations to show their pleasure from time to time.

NBA Courtside 2 plays a cracking game of basketball. You're unlikely to come across anything else this polished and playable until whatever Left Field dream up for the second sequel on Dolphin, so it's definitely worth importing. The reason it doesn't score as highly as the first game is because it doesn't have quite the same 'wow' factor, given that we've already seen a lot of it a couple of years ago. But with enough new features to warrant a repeat purchase and a star player named after a type of steak, Kobe Bryant's second N64 outing represents the state of the art in basketball games.

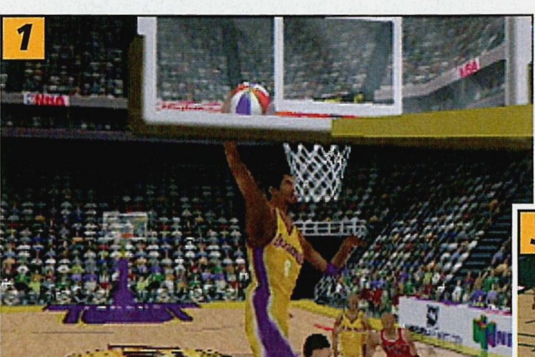
MARTIN KITTS

SONIC BOOM BOYS

The biggest and best new addition to *NBA Courtside* is the Arcade mode, in which your players can attain superhuman skills.

1. Super Dunks

Make your players slam the ball home to create a shockwave which will flatten the opposition. This has a massive effect on the momentum meter.



2. Ssssmokin'

Maximise the momentum meter to activate Smokin' Mode. Every ball you play gets a trail of smoke behind it and super moves are activated.

3. Hot Spots

When your players are operating at their maximum power, they'll be able to hit the Hot Spot shots from anywhere on the court for big bonus points.

4. Ultra Dunks

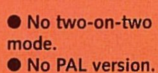
When *NBA Courtside 2*'s players are on fire they can take to the skies for some NBA Hangtime-style dunking. These moves are unstoppable.



pluses and minuses



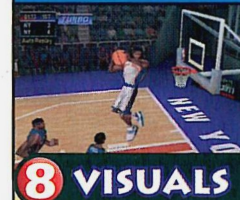
- Silky animation.
- Easy arcade mode.
- Lots of depth.
- Varied dunks.



- No two-on-two mode.
- No PAL version.

If you like this...

NBA Jam 2000
Acclaim
N64/37, 80%
A detailed basketball sim plus a two-on-two arcade game all on one cart.



8 VISUALS
Detailed players, smooth animation, shiny courts.

8 SOUNDS
Crowd noises that react to the flow of the game, good commentary.

8 MASTERY
One of the slickest sports games around.

8 LIFESPAN
Top four-player action and loads of management options.

VERDICT
The world's best basketball game. What a shame Nintendo don't feel like giving us a PAL version.



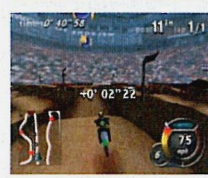

87%

PREVIOUSLY IN N64

It's been Bike Sim Central lately. So, how does Kemco's effort compare?

TALKIN 'BOUT A RESOLUTION
The trusty Expansion Pak (the only successful console add-on ever made) is used to bolster the screen's horizontal resolution, taking it from the standard 320x240 to a crisp 640x240. It doesn't seem to affect the fluidity of the game, as it doesn't run totally smoothly in the normal resolution anyway.







△ This race is in the bag. No sweat.

◁ Paint the whole world with a rainbow. Lovely.

▽ That painful crash is actually a stunt.

△ As long as you don't try to compare it to Excitebike, this game looks very good indeed.

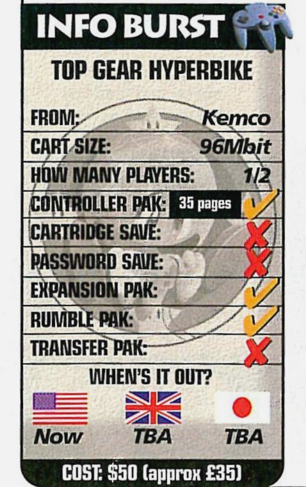
Ready now? Let's off-road! ▷

◁ He looks way too small to ride that bike.

Front-runners usually snaffle the nitros first. ▷

TOP GEAR HYPERBIKE

On your bike, son.



INFO BURST

TOP GEAR HYPERBIKE

FROM:	Kemco
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK: 35 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

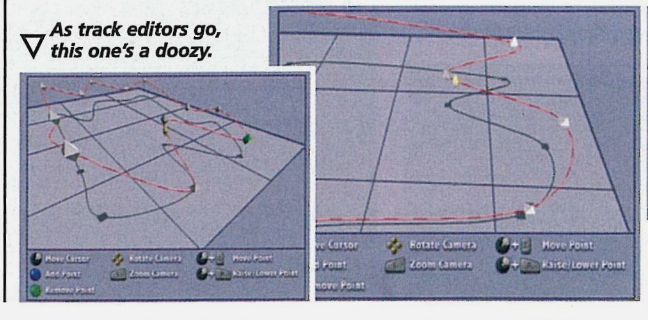
US	UK	Japan
Now	TBA	TBA

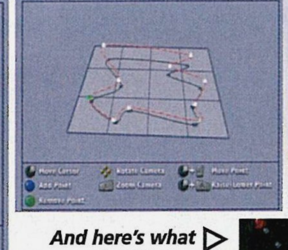
COST: $50 (approx £35)

DO THE TWIST

Let's give *TGH* some credit here. The one thing it does better than *Excitebike* is the track editor. You start with a simple loop, add a few checkpoints, then use the analogue stick to twist the course into whatever shape you want. It's simple and precise, although you can't select the type of surface or include any trackside features.

▽ *As track editors go, this one's a doozy.*







And here's what we made. It's very brown, isn't it? ▷

RIDE ON

So what do you get in this neat biking package? Feast your eyes on these tasty features.

Dirt bikes

You get these chunky bikes whenever you're racing on one of the many off-road courses. Their special tyres and grunty powerplants are ideal for powering you through the mud (at least, they are in real life).





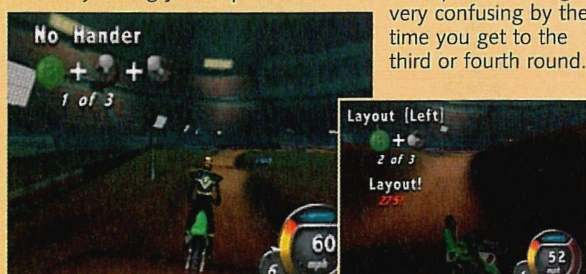
Road bikes

These street-legal racing bikes provide astounding acceleration in the real world, but in this game they seem to have pretty much the same levels of performance as the dirt bikes. Maybe it's simpler that way.



Stunts

A *1080° Snowboarding*-style trick system introduces you to the stunts by asking you to perform them all in sequence. It all gets very confusing by the time you get to the third or fourth round.



Birds

If you win a championship you get a pair of new bikes, a nice trophy and a personal dance from an attractive, young polygonal lady. It's important to have an incentive in racing games.



The *Top Gear* series of games has proved to be a reliable source of solid arcade racers, with a hat trick of decent N64 games and a pair of above-average Game Boy titles over the past three years.

The latest instalment takes to two wheels for the first time, with speedy handling and crazy physics reminiscent of *Top Gear Overdrive*, our least favourite of the series. It sets out to make life as easy as possible, at least to begin with. You don't even need to worry about falling off your bike unless you manage to land on your head after a jump. It's possible to stay upright at the most unlikely angles, hitting other riders and bouncing off rocks. Riders are the Weebles of the biking world.

The type of bike you ride depends on the terrain you're racing on – dirt bikes for the off-road courses and faster performance bikes for the street tracks. You earn a bike upgrade for finishing a championship, but there's very little to choose between them. The stability of the machines makes a change after the super-realistic *Excitebike*, but it isn't as much fun when you don't have to worry about toppling over.

One thing you do have to worry about, though, is hitting the checkpoints scattered around the tracks, particularly the bumpy off-road ones. Like *Excitebike*'s desert rally, you have to be fairly precise when positioning yourself to pass through a gate, and if you miss one you'll have to turn around and go back for it. That would be annoying on its own, but coupled with some crazy course design that often flings you up into the air and sends you soaring helplessly past the gates, it's almost enough to make you want to turn off the console.

The controls are much simpler than *Excitebike*'s, and as you'd expect, you can't make your bike do anything like as much as you can in Nintendo's game. There are buttons for accelerate, brake, turbo and jump. You can take tight corners by pulling the joystick down, but you can't do any powerslides, adjust your angle during a leap, or do any of the more subtle balancing tricks that *Excitebike* allows.

Nitro boost icons are scattered around the tracks, but unless you're in the lead, you'll rarely see them. You always start from the back of the pack, and the computer bikers are so efficient at hoovering up the nitros that you'll only ever spot the odd one or two positioned well off the racing line. When you finally get to the front, usually on the final lap, you'll see uncollected nitros all over the place, but you won't need them – it smacks of poor design.

LIFESPAN *It sets out to make life as easy as possible – you don't even need to worry about falling off.*

But just because *TGH* isn't the most balanced of racing games doesn't mean that it isn't enjoyable. It certainly has its moments. There are some good shortcuts to find, including some pretty unlikely leaps across chasms on the off-road tracks and a few breakable barriers on the street courses. There are stunts too, although completing the more complex ones can be finger-twistingly difficult. If you forget about trying to win all your races with *Excitebike* flamboyance and concentrate on getting down to some serious racing, it's actually pretty good.

A couple of years ago, *TGH* might have been acclaimed as one of the better racing games on the N64. But now it's up against the mighty *Excitebike* – and it just doesn't have what it takes to compete. Nice try though.

MARTIN KITTS



◁ Hope there's some padding on that seat.

▽ That'll hurt come winter.

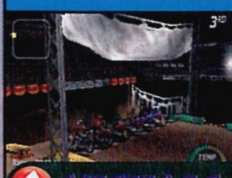
pluses & minuses

+
- It's fast.
- You get two species of bike.
- Decent course editor.

–
- Some of the courses are rubbish.
- Not as smooth as *Excitebike*.
- *Excitebike* is ten times better.

If you like this...

Excitebike 64
N64/43, 90%
The best bike game around. Perfect handling, ingenious tracks.



6 VISUALS
Crisp in hi-res mode, but not as smooth as it should be.

4 SOUNDS
The most annoying engine whine ever created.

5 MASTERY
Not quite up to the standard of the latest N64 games.

6 LIFESPAN
The two-player mode and track editor are decent little extras.

VERDICT
Top Gear Hyperbike is above average, but there's really only one choice if you want to race bikes on your N64.





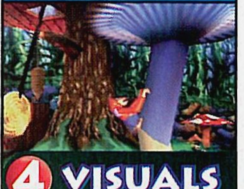
pluses & minuses

+
● Near-perfect arcade conversions.
● Warm-up screens, DIP switches and more.
● High-scores saved for eternity on Memory Pak.

−
● The games have inevitably lost some of their appeal.
● Standard TV screens make perfect conversions impossible.

If you like this...

Donkey Kong 64
Rare
N64/36, 93%
Spot-on conversions of *Donkey Kong* and *Jetpac* included.



4 VISUALS
Identical to the original '80s coin-ops. Therefore, rubbish.

6 SOUNDS
Again, flawless recreations of the original blips, bleeps and rumbles.

5 MASTERY
The ability to use the N64's analogue stick is handy.

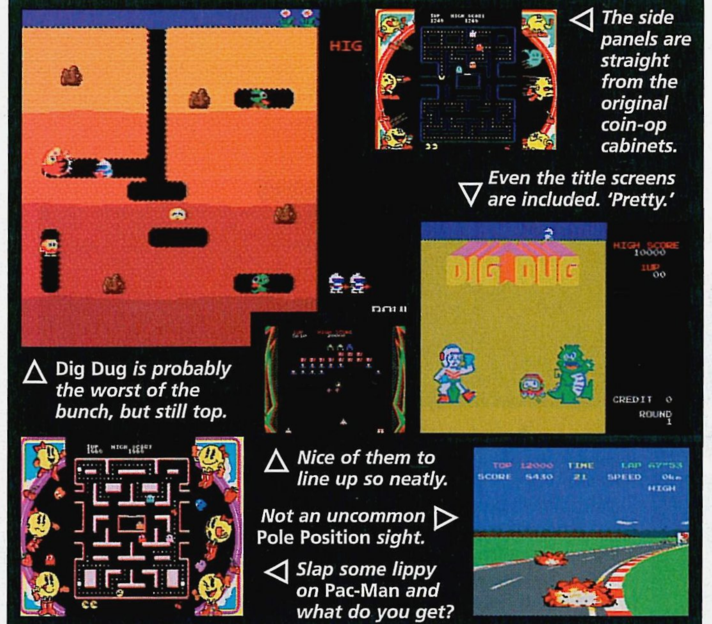
7 LIFESPAN
All six games are classics, but we expect much more than a single, unchanging maze today.

VERDICT
Six near-faultless conversions – but one for teary-eyed nostalgics only.



70%

PREVIOUSLY IN N64 See Retroworld in N64/40 for a sneak peek at *Namco Museum 64*.



The side panels are straight from the original coin-op cabinets.

Even the title screens are included. 'Pretty.'

Dig Dug is probably the worst of the bunch, but still top.

Nice of them to line up so neatly.

Not an uncommon Pole Position sight.

Slap some lippy on Pac-Man and what do you get?

HISTORY REPEATING

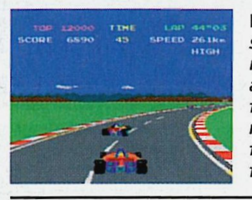
See *Namco Museum* for the first appearance of now-standard game features.

POWER-UPS



The phoenix-like aliens in Galaga possess a powerful tractor beam attack, which swallows up your ship. However, if you can shoot down the same bird with your next life, your previous craft will escape and double your firepower. Handy!

SPRINT START



Pole Position, with its crucifying speeds and hairpin bends, is a nightmare. For an unfair advantage, though, switching from low gear to high at just the right moment propels your car forward for a sprint start – the first of its kind.

BUGS!



Famously, Pac-Man packs up after the 99th level, with a screenful of jibberish and some odd noises from the coin-op's speaker. Namco failed to test the game that far, believing – not unreasonably – that no-one would ever make it to Level 100.

NAMCO MUSEUM 64

Golden oldies or a load of old rubbish?

The reason Namco have drawn together six of their most fondly-remembered coin-op classics for this retro compilation is simple – nostalgia. Like the keen-eyed companies that release videos of '70s TV cartoons and 'Now That's What I Call '80s!' CDs, Namco are callously cashing in on your most treasured childhood memories.

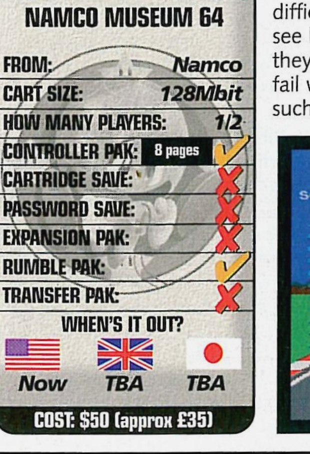
It's difficult to see how they could fail with six such ground-breaking arcade titles packed onto the cart. Gloriously simple maze-'em-ups *Pac-Man* and *Ms Pac-Man* need no introduction. *Pole Position* wasn't the first 3D racer, but its speed and colour easily made it the most exciting. *Galaga* and *Galaxian* took *Space Invaders* and – impossibly – made it better. And *Dig Dug* provided primitive 2D monster-squishing action. The N64 conversions of all six are nigh-on perfect.

Inevitably, none of Namco's oldies are likely to hold your attention for as long as today's sprawling N64 epics, but it's impossible not to be drawn into their simple, straightforward play. The TV set hooked up to your N64 isn't equipped to cope with oddly-shaped coin-op monitors – so *Pac Man* is squashed vertically and *Dig Dug* scrolls to accommodate the whole play area – but with the appearance of the original games' start-up screens, and the ability to alter difficulty levels and bonuses, even the most anal-retro freak should end up with a stupid grin on their face.

Give *Namco Museum* a wide berth if you're new to videogaming. But if you spent your formative years shoving 10p pieces into rumbling six-foot monsters, and cried real tears when you found the original *Donkey Kong* in *DK64*, *Namco Museum*'s arcade-perfect sextet will be right up your street.

MARK GREEN

INFO BURST

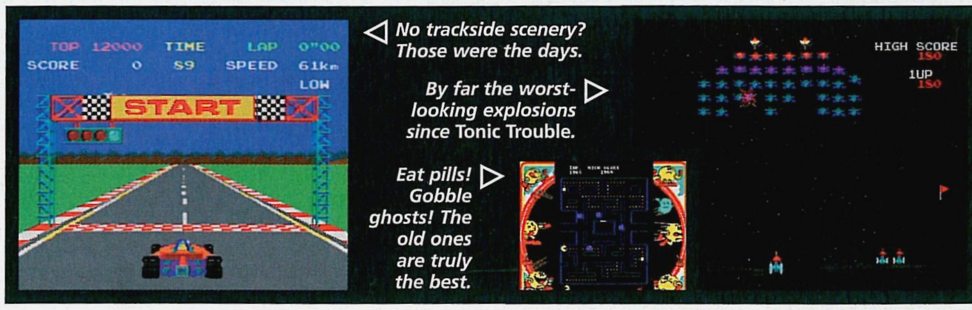


NAMCO MUSEUM 64	
FROM:	Namco
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK: 8 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

COST: $50 (approx £35)

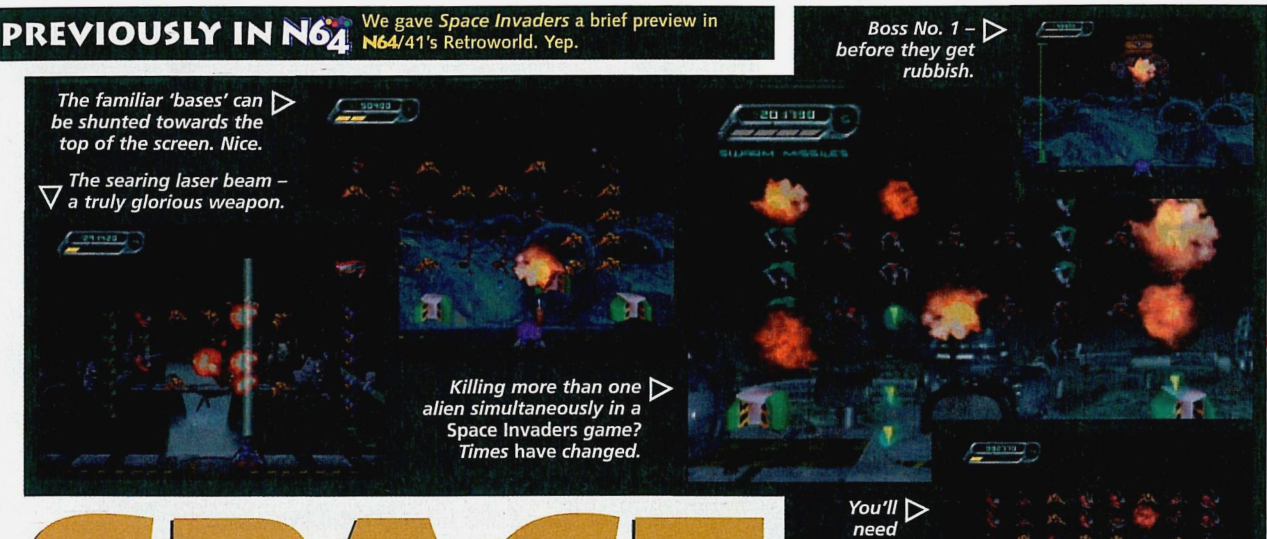


No trackside scenery? Those were the days.

By far the worst-looking explosions since Tonic Trouble.

Eat pills! Gobble ghosts! The old ones are truly the best.

PREVIOUSLY IN N64 We gave *Space Invaders* a brief preview in N64/41's Retroworld. Yep.



The familiar 'bases' can be shunted towards the top of the screen. Nice.

The searing laser beam – a truly glorious weapon.

Killing more than one alien simultaneously in a Space Invaders game? Times have changed.

Boss No. 1 – before they get rubbish.

You'll need smart tactics to clear waves like this.

SPACE INVADERS

The game that's been 22 years in the making.

The original *Space Invaders* coin-op is a true classic – the game that proved so popular in Japan, the country ran out of 10 yen pieces. So, when Activision revealed they'd be attempting to give the game a 'fresh look' for the new millennium, we experienced the same gut-wrenching feeling that came with watching ITV's 'Second-rate Celebrities Sing The Beatles'.

Thankfully, *Space Invaders* is *much* better than we expected. Like 1978's version, it features rows of multi-coloured spaceships, which slowly descend towards your vulnerable craft. But, in this update, shooting four similarly-coloured ships gives you a special one-off attack, from missiles which tear through entire rows or columns of aliens to boomerang shots that bounce around the outside of the arena. It's a clever system, and helps make *Space Invaders* bizarrely tactical – the old 'shoot everything' tactic of 1978's game is out, in favour of selecting your targets to earn specific power-ups.

The visuals, admittedly, are downright awful – the same brand of '2D pretending to be 3D' that was already starting to look ropey in the final days of the SNES, and pathetic explosions borrowed straight from feeble 1960s science-fiction TV shows. The bosses, too, which start out impressively, gradually become uglier and easier to destroy, until you're confronted at the end of Level 4 by something that looks like it's fallen out the inside of a washing machine.

Forgive the bosses, though, and *Space Invaders* is a surprisingly enjoyable – if repetitive – experience. If you can do without the disappointing absence of the original's belly-juddering rumble, this should easily satisfy your retro cravings.

MARK GREEN

INFO BURST

SPACE INVADERS

FROM:	Activision
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	2 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

COST: $50 (approx £35)

SAVE THE EARTH!

Twenty years on, you've got much more than a small white line to protect you...

LINE PUMMELLERS

The standard 'horizontal' and 'vertical' missiles steam through a row or column, regardless of how many aliens are in the way. Clears whole screens in seconds.

MISSILES

Four slow-paced missiles that home in on the nearest batch of bad guys. Handy, but with no control over their direction, they often do more harm than good.



LASER BEAM

This is the business. A blue-and-white beam of searing laser energy that allows you to wipe out at least four vertical columns in the blink of an eye. Marvellous.



BOOMERANG SHOT

Takes a wide, circular alien-splattering route around the screen. Not as useful as it looks, though – the boomerang spends most of its time off-screen.



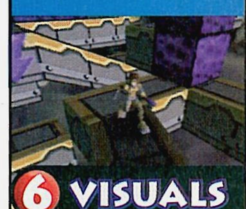
pluses & minuses

+
- A retro update that doesn't ruin the original's appeal.
- Clever power-up system.
- Responsive controls.

–
- Looks awful.
- Bosses are disappointing.
- Hugely repetitive.

If you like this...

Lode Runner 64
Infogrames
N64/29, 70%
A Commodore 64 favourite, ably updated for the 3D generation.



6 VISUALS
Dodgy. The explosions are particularly cheap-looking.

7 SOUNDS
Worrying lack of the old floor-shuddering throb, but otherwise ear-pleasing.



4 MASTERY
The most technically impressive game of the year. 1978, that is.

7 LIFESPAN
Surprisingly gripping, but you'll tire after 50-odd indistinguishable levels.

VERDICT
The original game, intelligently tweaked to create a fresh experience. Nice.

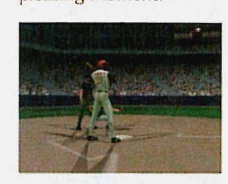


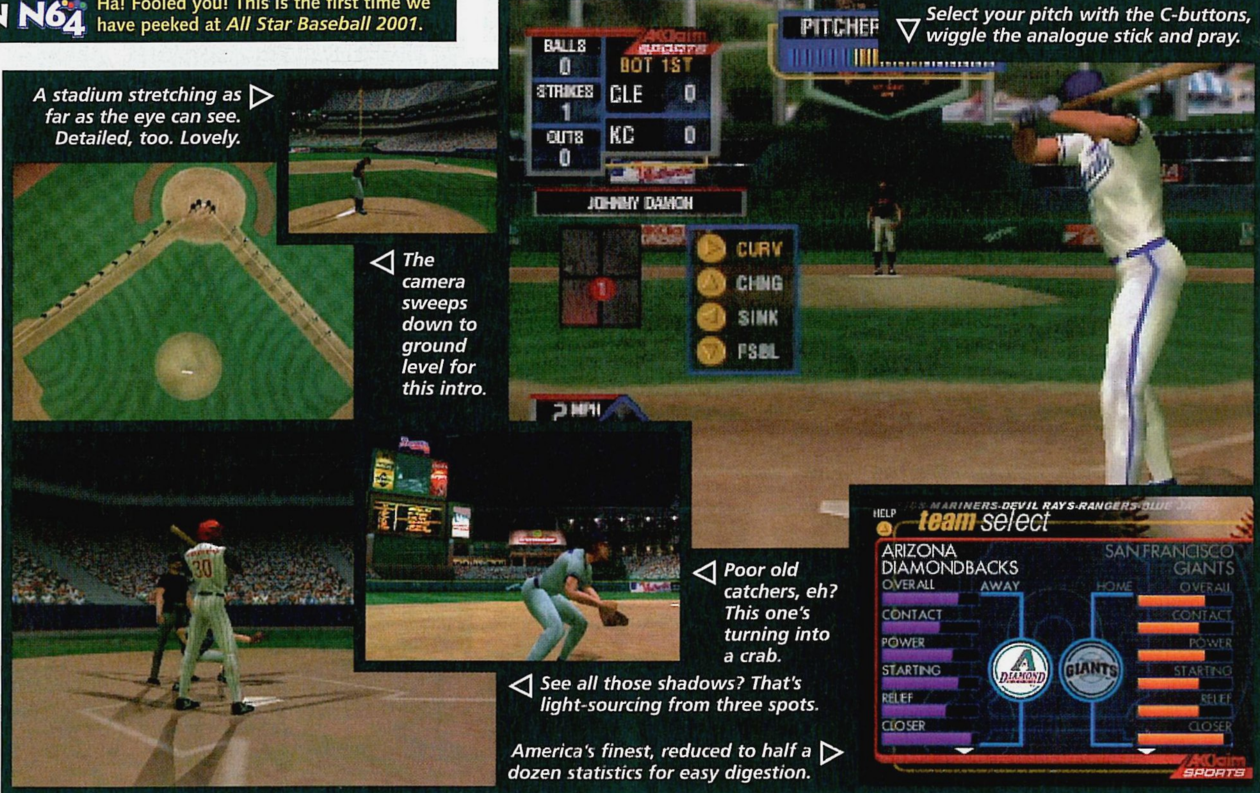
73%



Ha! Fooled you! This is the first time we have peeked at *All Star Baseball 2001*.

IN THE LAND OF THE FREEEEE
And the hoooome... of the... braaave... The bit before each match where they play the US national anthem had our hearts leaping into our throats good and proper. Then we stifled giggles when we realised that it was being played on a cheesy, naff synth organ thing. Obviously, this will go down a bomb with hyper-patriotic Americans, but even for cynical, stiff-upper-lipped Brits it's quite a pleasing moment.





Select your pitch with the C-buttons, wiggle the analogue stick and pray.

A stadium stretching as far as the eye can see. Detailed, too. Lovely.

The camera sweeps down to ground level for this intro.

Poor old catchers, eh? This one's turning into a crab.

See all those shadows? That's light-sourcing from three spots.

America's finest, reduced to half a dozen statistics for easy digestion.

ALL STAR BASEBALL

After ASB, ASB '99 and ASB2000, you'll never guess



INFO BURST

ALL STAR BASEBALL 2001

FROM:	Acclaim
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 121 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	No	No

COST: $50 (approx £35)

It might mean little to us Brits, but the mighty game of baseball is huge business over the pond. Acclaim Sports, the folks behind the previous three *All Star Baseball* incarnations, have persuaded three-time World Series champ Derek Jeter into their fold, but will this be enough to distinguish it from its forebears?

Yes, *ASB2001* looks very similar to its parents, but that's not necessarily a bad thing, since in this case it means truly impressive hi-res sweeps of some real-life stadiums. And down to their trademark handlebar moustaches, each of the 700-plus players is beautifully modelled. They trot out to the plate and take individually-designed swings with almost-poetic grace.

The problem is that even reasonably patient gamers may never actually get to see the game itself, getting lost instead in the labyrinthine options. Everything can be fiddled with – from the height of a player's socks to whether he prefers playing at night or in the day – and each tweak has a subtle, nearly imperceptible effect on how the game handles.

That was part of the problem with *ASB2000* – twiddling innumerable controls and guessing blindly made up the main part of the game's batting element. Thankfully for those who aren't as hardcore as **N64**'s Greener, there are Arcade and Quick Arcade modes, featuring a simplified version of batting and fielding. Perhaps inevitably, this reduces an average game to a seemingly endless series of repetitive pitches and swings – a bit like the real thing, then.

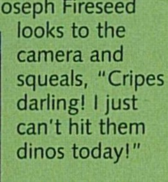
VISUALS *Down to their handlebar moustaches, each of the 700-plus players is beautifully modelled.*

To master the arcane intricacies of the full game will take you the better half of your life – playing an entire season should neatly take care of the rest. Most of the difficulty comes from quirky jargon, which to armchair pundits (and all Americans) will come as second nature. Exactly like the previous years' games, this isn't so much a post-pub finger-basher as a

STREAKING ON THE PITCH

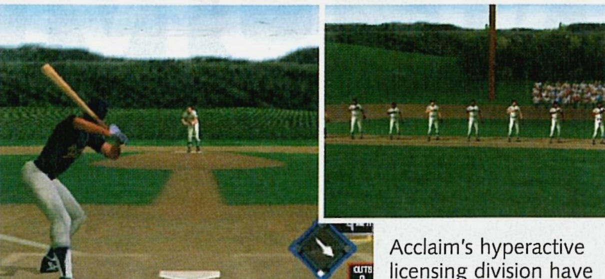


Game characters are *so* dull, aren't they? Putting in a lifelessly perfect performance each time. If you're in the doldrums, then it's your fault, plain and simple. *ASB2001* has shifted the, er, goalposts in the direction of realism by incorporating winning streaks into the game. A little like *WWF*'s Attitude meter, the better you make your player perform, the easier it gets to hit big ones. But also, if you start to bungle, it all goes decidedly wobbly. How long before Acclaim brings this into its other games? Imagine: Joseph Fireseed looks to the camera and squeals, "Cripes darling! I just can't hit them dinos today!"

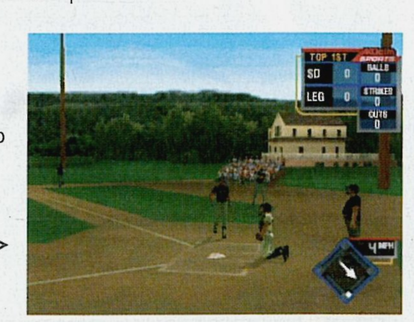


When all else fails, try clubbing the opposition with a big stick. No-one will notice...

A TOWN CALLED COOPERS



Acclaim's hyperactive licensing division have pulled out all the stops with *ASB2001*. For enthusiasts, they've included an opportunity to cobble together an unlikely line-up of Cooperstown all-time great players. That's right, sports fans, now the likes of Yogi Berra, Willie Stargell and Reggie Jackson can take their rightful place on the field of dreams. Logos and badges are spread liberally through the seemingly infinite menus and options that *ASB2001* boasts. There's no Babe Ruth or Willie Mays, sadly, but you should still be able to put together a dream team with little difficulty. And where do these old boys play? A Field of Dreams-style cornfield! Aaah...



Batter up! It seems the catcher's been at the batter as well, the big fatty.

2001

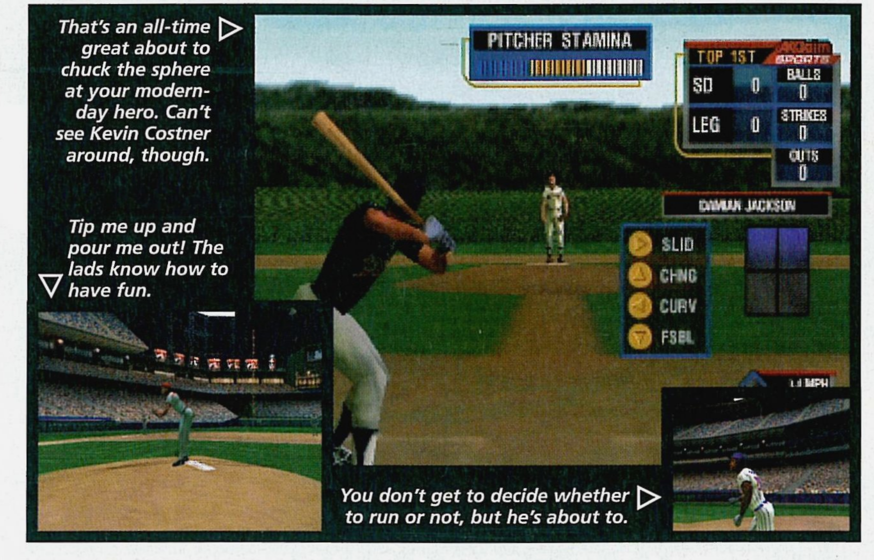
what's next...

strategic masterpiece that is as drawn-out and lovely as the summer's afternoon it will take to complete.

New are the Batting Practice and Home Run Derby modes, which recreate lazy sun-kissed days of endless swinging, and provide a pretty nifty way of honing your skills without getting embroiled in an entire season's worth of pain and anguish.

One minor niggle troubled the older games: occasionally a batter would be inexplicably caught out, or a ball would be called foul when it was clearly fair. This does reflect a ref's idiosyncrasies, but it's mostly just annoying and it hasn't been remedied here, which is a bit of a shame. Still, this is by far the best interpretation of America's favourite pastime. Except for *Carmageddon 64*, perhaps.

ALAN MADDRELL



That's an all-time great about to chuck the sphere at your modern-day hero. Can't see Kevin Costner around, though.

Tip me up and pour me out! The lads know how to have fun.

You don't get to decide whether to run or not, but he's about to.

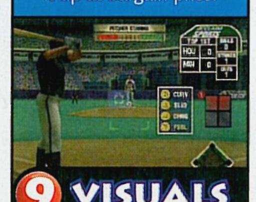
pluses & minuses

+
- The all-star players and settings are ace.
- It looks blimmin' gorgeous.
- A lot of thought has gone into the complexity.

−
- Take it off the simplified mode and it's a 'mare.
- The computer's fielders are too good.
- Bit too similar to previous editions.

If you like this...

All Star Baseball 2000
N64/28, 68%
More of the same, but you might be able to snap it up at bargain price.



9 VISUALS
Motion-captured marvels spit, swing and scratch themselves silly in jaw-dropping stadiums.

5 SOUNDS
Tinny American rawk music and a strangely distant-sounding umpire.

7 MASTERY
A stunning array of options. Just not enough of an improvement.

8 LIFESPAN
If you can penetrate the jargon, this has enough come-back value to keep you going until 2002.

VERDICT
Good-looking, smart, and it handles well. Like a fine wine, *ASB* subtly improves with age. That said, it's for hardcore fanatics only.



81%

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

This month's top guide:

DISNEY'S TARZAN

Four tip-packed pages to help you rule the treetops. 82



Club 64 MAILBOX

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Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (from RadicaUK Ltd: 01992 503133). All other letters printed win a prized **N64** badge!



It's a real mixed bag this time around, with a musical offering, name games, money matters and even a cartoon strip! Go on, get stuck in!



'american pie'

A song dedicated to the man who helped Nintendo get where they are today.
(To be sung to the tune of American Pie.)

Verse 1
A long, long time ago,
I can still remember,
How Mario would
make me smile,
And if Shigsy had
his chance,
I knew he could make
that Mario dance,
And make the nation play his game
for a while,
But Sega made Shigsy shiver,
With every crap game they would
deliver,
Financial dilemma's on the
doorstep,
He couldn't take one more step!
I can't remember if I cried,
When I read about his losing side,
Something touched me deep
inside,
The day, the Nintendo died...

Chorus
My, my that Shigeru guy,
Let the NES, Super NES
and 64 survive,
And the good old
boys are still
supporting that
guy,
Singing 'Nintendo
will never, never die,'
'Nintendo will never die.'
Fred Riding, Surrey

Correction corner

It happens to the best of us, you know...

In your 16-page *Perfect Dark* review in issue 42 you mentioned, and I quote: 'that guy with the beard who failed to show up at midnight on New Year's Eve'. I'm sure you meant Christmas Eve! Who's responsible? If it's Kittsy he should bow his head in shame.
James Smith, Sidcup

Ah! Martin didn't actually mean Saint Nicholas, but rather the return of Jesus – for those who were expecting him, that is... **Ed**

In **N64**/41's Tips Extra, I was shocked when I saw the Hopping Bike cheat for *Supercross 2000*. You said that after entering the cheat you have to press L1. L1?! Isn't that a PlayStation button? Who is responsible? Whoever it is – Do Not Do That Again!!!
No name supplied

Consider our wrists slapped... **Ed**

I hate to bring this up again, but...
Not Kastila (**N64**/40, Letters)
Not Katila (**N64**/42, Dr Kitts)
Not Katilia (**N64**/42, Game On)
It's KAITILA!
Janne Kaitilia, Finland

We absolutely swear that we will never get it wrong again. **Ed**

On page 112 of issue 42, in the Directory, you put *Harvest Moon* in blue when it should have been in orange because it scored 90%.
Jack North, Cranfield

Eagle eyes. We're impressed! **Ed**

'spikey haired'

While watching CITV, I saw an advert for Digimon. CITV called it the 'next thing after Pokémon'. It's about three spikey-haired kids who stumble into a digital world with digital monsters but the rest is unclear. Is it made by Nintendo? If not, will they be sued?
Daniel Huggins, Bristol

Digimon: Digital Monsters is an idea very similar to Pokémon but created by a company called Bandai – they're the people who brought us virtual pets, Tamagotchi. Their new handheld game lets you hatch, raise and train your monster, and then compete with your friends via inter-linked cables to discover who's the better trainer. There's also a popular cartoon series – which should be showing on TV now – plus trading cards, T-shirts and various toys – Martin spotted a huge Digimon stand at the E3 games show. The game's been really successful in the United States and it should have arrived over here by the time you read this, but whether the Pokémon vs Digimon battle reaches the Japanese courts remains to be seen. **Ed**

Digimon: Not relatives of Pokémon, but the game stormed the US.

ZELDA

'label'

The label on my new T-shirt was Zelda. I looked for where it was made but it wasn't Hyrule!
Carol Harrison, Essex

Crazy. **Ed**

'why?'

Please, I and probably the rest of the nation want to know why you raised the price of **N64** Magazine.
David Hodson, Cumbria

*From issue 1 – back in April 1997 – up to **N64**/39, the price of the mag stayed the same, at £2.95. Unfortunately, we decided that in order to keep **N64** great we needed a bit more money – so we could keep providing great covergifts, like last month's console sticker and this month's challenge book. All these things, like everything you buy, cost more for us to produce now, so we need to charge you slightly more for the whole package. We didn't want to increase the price, but we're convinced that **N64** is still the best value for money N64 magazine on the market.* **Ed**

'little chappie'

I think Rare are taking the mickey now. The characters for *Jet Force Gemini* were nicked (from a children's



Haven't we met before? Jet Force Gemini's names seem to be a little familiar

book), along with Mizar's name. Lupus is a well known constellation and also Latin for 'wolf'. Gemini is a constellation too – the twins. Juno was a Roman goddess. Vela is a nebula or something and Mizar is actually the name of a real star. And now, from *Perfect Dark*, we have the Callisto NPG, a big turquoise Maian machine gun. 'What's the problem with that?' I hear you cry. Callisto is a moon orbiting Jupiter! See, I'm an observant little chappie. I'll let you know if I spot any more.
Sam Hughes

Observant you certainly are. We've had a quick check on Dinosaur Planet's *character names – Sabre, Krystal and Randorn – and they don't appear to be based on children's books or constellations, but we could be wrong. If anyone discovers any connections, let us know.* **Ed**

'keith flint'

I've just returned from a holiday on the Greek island of Crete and I thought I'd share with you what I found out there. Costing 2,500 drachmas (about a fiver), I picked up a rather substandard imitation Pokémon toy. Nasty, eh? I wonder if these are endorsed by either Nintendo or Keith Flint.
James Price, Ashford

Ah, the bizarrely named Prodigy Pet. We're sure Nintendo's lawyers would be interested. **Ed**

Some strange coming-together of the music and games worlds? We think not...

'something fishy'

While looking through some old issues of my second favourite mag, Arcade, I noticed something rather strange. In the 'games night' section, Mark and someone else were playing *Warzone* with some wrestlers. The bit that caught my eye said 'Mark couldn't fight his way out of a crisp packet. Even if the crisp packet was giving him a chance'. This sends across a quite different message than the one in your magazine, where you say he is really tall and 'booms' at people. Something fishy is going on.
Graeme Harley, Rickmansworth

Ah, now that's all to do with the personality changes that occur when people move mags. Mark used to be a shy, reserved lad on Arcade, now he's two feet taller, and has also developed a 'dark' side. Tim, however, who now edits Arcade, has taken to reciting poetry and collecting butterflies. **Ed**



A pumping powerhouse of muscle. And Mark – in his younger days.

'suck water'

I'm writing to tell you exactly how you're meant to use the Burger King Pokémon water squirters. (New Goods **N64**/42). The hole in your Kabuto (which you called a Kabutops!) is not designed to pour water into, it's to suck water up. (The reason the hole's so small is so that it gives you a thin jet of water.) Here are some instructions:

DREAM ON

You play games, so why not try designing 'em?

HOUSE FIGHTER 64

This game would be developed by Capcom, continuing the *Street Fighter* series. Fights would take place in various rooms of the house, opponents stand a few feet apart and then the player frantically smashes the buttons in a bid to issue as many verbal assaults as possible in the time allowed. A power bar could be built up by using particularly nasty combinations of obscenities and when full, the victor would hurl an item of furniture or an ornament found in the room at their opponent. Fights could take place in any room, and each would have different weapons. For example, in the kitchen, a bread knife would make a great finishing weapon.
Simon Watson, Lincoln

Interesting idea – we don't recall many fighters set in houses. In fact, the only one Martin could remember was Kung Fu, a scrolling beat-'em-up, from the early '80s, set on a never-ending corridor. **Ed**



Blanka was mortified that Nash dared criticise his hair. So he tore off the door and threw it at him.

TEAM 64

This game sees every single Nintendo and Rare bad guy joining up under supervision from Lord Tragic, the ultimate boss, and forming The Dominators. The good guys – Joanna, Mario, Conker, Link, Donkey Kong and Pikachu – join forces and create Team 64. Travelling through altered versions of each boss's base, they have to defeat all the bad guys. To confuse things further, each member of Team 64 faces off against a different enemy – for example, Link might have to take on Mizar, while Joanna battles with Ganon.
Roberto Catena, Aylesbury

Super Smash Bros *taken a stage further – oh, and we're Team* **64**! **Ed**

Send your ideas for games you want to see to: Dream On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

GO! GO!

BONUS LETTERS

Even God wasn't this pretty when he shone from the heavens.
John Baldwin, Newark

Aaw, stop it, you're making us blush. **Ed**

I personally think that *GoldenEye* is old and scraggy.
Steven Paraschos Karabelas (and spell it right), **Whitley Bay**

Well you're quite clearly an utter fool. **Ed**

Your team mate, Jes Bickham, is a spy.
Jake Powis, West Sussex

We've had our suspicions about him for some time. That's why we sacked him. **Ed**

Does Misty have a boyfriend, if not does she want one?
Joshua Gupwell, Horsham

You should get out more. **Ed**

It's unlikely that Saddam Hussein was testing *Grand Theft Auto* when he did the dirty on Kuwait.
Jay Condron, Widnes

Unlikely, but not impossible. **Ed**

All my friends who own this game have also resulted in blisters.
John Moran & Edmund Kennedy, Isle of Wight

Sounds particularly nasty. **Ed**

I wrote to the cleverest, fastest and most determined people on the planet, but they never replied, so now I'm asking you.
Andrew Parrott, Scunthorpe

Well, you know just what you can do. **Ed**

In the absence of Wil (you packaged him up and sent him to Twycross, remember) I would just like to say that mah jong rocks!
Alex Colling, Newcastle

Ahhhhhh. **Ed**

If they decide to give Dolphin a rainbow-coloured casing and give us umpteen 'cutesy' launch games they might as well team up with Fisher-Price and call it 'My First Games Console'.
Gavin Lane, Worthing

Quite. **Ed**

1. Take a bowl or mug of water.
2. Squeeze your Kabuto.
3. While still squeezed put it underwater and then let it go.
4. It should now be full up with water and ready to squirt.

Also, I hadn't actually thought about what was powering my light-up Charmander until I read your New Goods page. You said that the light works without batteries. Well, actually it does use two small batteries to power an LED. The reason that it doesn't have a 'requires batteries' note is because they can't be changed. I've enclosed what's left of my light-up Charmander to show you how it works.
Ben Evans, Cardiff

Thanks for that Ben. We obviously need to be far more thorough in our New Goods research. Shame about your Charmander though… **Ed**

△ *Team 64 now watch each other cautiously – in case of a loaded Kabuto attack*



△ *This Charmander met such a fate in the pursuit of knowledge. Pity*

'rip them off'

How can you swap The Overton™ for a copy of *Perfect Dark*? Rare give you something like that and you rip them off… Disgusting, I say.

Anyway here's my interpretation of Wil's 'visit' to Rare. I did it in about an hour, so please excuse any mistakes.
Matthew, via email

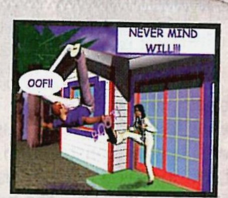
How accurate a reconstruction of Wil's first days at Rare this is, we couldn't possibly comment… ▽











So tell me this

Exactly how many 'bit' will Dolphin be?
John Paine, Australia

Dolphin will be 128bit.

1. Will the face-mapping feature in *Perfect Dark* be accessible with an Action Replay code?
2. Could you tell me the time between your deadline and the release date of the magazine?
Robert Grayson, Coulsdon

1. It's pretty unlikely – it was such a controversial feature, Rare have probably erased all trace of it. But you never know, you might be able to.
2. It's normally about three weeks – for instance, this issue had to be finished on June 19th, but it wasn't on sale in the shops until July 7th.

What is *Pokémon Attack*?
Kim Dangerfield, Marlow

As reported in the last issue, Pokémon Attack *has become* Pokémon Puzzle League, *a game very similar to SNES title* Tetris Attack. *Unfortunately, though, according to Nintendo's latest release schedule we won't be seeing it over here until December.*

1. Will the Game Boy Advance have radio technology?
2. Will the Game Boy Advance be able to play normal Game Boy games?
3. How much will it cost?
B Audis, Bexhill

1. No. And we can't quite work out why you'd want it to…
2. Yes, the GBA will be backwards compatible.
3. Probably about the same as the Game Boy Color – that's around £70.

1. Is Dolphin still called Dolphin or have Nintendo decided on an official name for it yet?
2. Is there a possibility you'll be able to have more than four players?
3. What will happen to your magazine when Dolphin is released?
Robert Lee, Surrey

1. Nintendo have chosen an official name for Dolphin, but in a recent interview Miyamoto was keeping tight-lipped. Despite Mark's 'StarCube' theory – a bit of a joke about X-Box, perhaps – we reckon it'll still be known as 'Dolphin'.
2. Yes. Dolphin's proposed Internet capabilities could open up all sorts of multiplayer options. Nintendo may also produce some sort of cable to allow you to link two machines together.
3. Well that's quite a way off yet, but **N64** *will continue until people stop buying it. To coincide with Dolphin, Future will certainly launch a new mag – hopefully with lots of familiar team members.*

Where's *Killer Instinct 3*?
Nick Howe, Leicester

Our spies at Rare's top-secret HQ have confirmed that, unfortunately, the Twycross funsters won't be developing a new Killer Instinct *game. Shame, that.*

Send your questions to:
So tell me this…,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW

DOLPHIN FACTORY!

What Nintendo's next console is going to look like... Er, possibly...

Shaydon Carlisle's *six-controller Dolphin design boasts a DVD drive, and retains the some of the N64's sleekness. Its comfier controller would come in a total of nine colours, and has controls for the DVD player.*

Sam Hughes from Nottingham *presents us with what looks like the ultimate potential Dolphin set-up. Eight players, Internet access, a keyboard, GBA link-up, a light gun and plenty more!*

Fred Riding *came up with this flying saucer-like design, complete with a pop-up lid for CDs in a MiniDisc-style case, plus a 'satisfying mix of dark grey and chrome'. Nice.*

Reckon you know what Dolphin's going to look like? Send your designs to: Dolphin Factory, Club 64, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

The N64 Magazine BOARD

Go on, be artistic!

Eleven-year-old Thomas Kinch sent us this bright and bold creation. Thanks!

Zelda and Link, portrayed for your delight by Synne Helene Hagen from Norway.

Ian Ellis from Wrexham's swooping Pidgy Pokémon.

Pokémon Pinball wizard Zamir Bandali from London sent us this pic of Ash and Pikachu.

Helen Smith emailed us these fab computer-generated pics. Cheers!



GO! GO!

HOW TO...
be king of the swingers in
DISNEY'S TARZAN

Phil Collins won an Oscar for the songs – now you can turn in a prizeworthy performance.

by Mark Green

So, *Tarzan*. Not the greatest game in the world by a long shot, but certainly one of the most unforgiving. Leaping over chasms, swinging on vines and tearing chunks out of baboons is a lip-bitingly tricky prospect, especially given the bizarre way the various jungle residents have turned against our chest-beating friend.

Four pages of comprehensive tips should help you remind the furry funsters just who's the king of the jungle...

WHAT WE SAID



We reviewed *Disney's Tarzan* in issue 40 and this is what we concluded:

"This tired old platform game is a total waste of time. Save yourself a few quid and go see the film instead."

35%

ME TARZAN

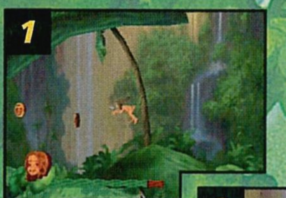
Although it's tempting to use the D-pad for control – Tarzan (and Terk and Jane, for that matter) move at a fixed pace however hard you push the analogue, after all – the stick actually makes reacting to obstacles slightly easier. Chucking fruit accurately is tricky, so try wherever possible to sneak up close to a beastie and give it a taste of your dagger – by the time they've finished their recoil animation, you'll be ready for another swipe. Don't forget Tarzan's ability to duck by pushing down on the analogue – handy for protecting yourself from nut-based missiles and pesky flying friends.





FRUITY BEAUTIES

The most common areas where the bonus fruit, coins, letters and sketches are hidden.



1 After dropping off a log, overhead vine or plank, fruit is often hidden to the left of where you land.

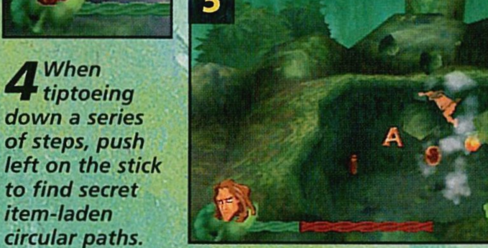
2 Eyes up when clambering through hollow logs or boxes – goodies are often secreted inside, or in vertical offshoots.

3 Overhead vines or ropes are easy to miss. Make like Tarzan to find bonuses, but search the area below, too.



4 When tiptoeing down a series of steps, push left on the stick to find secret item-laden circular paths.





5 If you spy a patch of green ground or rotten wood, use Tarzan's ground pound to break it open.

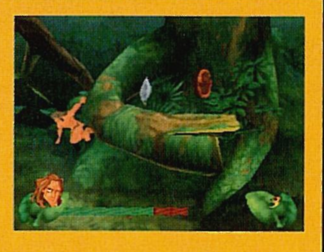
6 If there's a means to jump higher – nests, flowers, animals, humans – search for secrets in the sky.

JUNGLE JAPES

There's never much to deal with in *Tarzan*, but here's how to get the most from the jungle.

WEAPONS

There's a piece of flint hidden on every level – if you haven't found it after a few paces, try hunting *behind* the start. It's most useful for swiping a non-firing enemy, as they won't be able to fight back between your stabs.

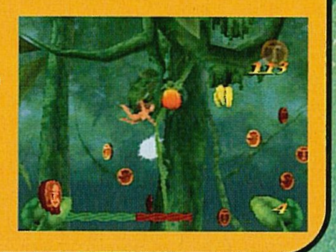


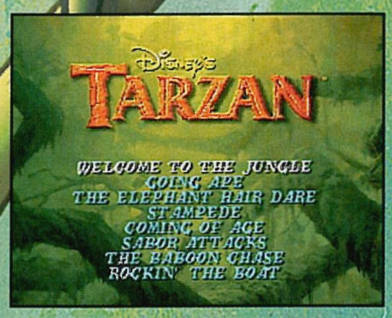
CREATURES

Use rhinos and other big creatures as trampolines to reach flying coins and fruit, taking care not to jump on any spikes on its hide. If the animal won't budge, you might need to stab it, or entice it with a well-aimed fruit.

SCENERY

Leaping onto vines with a slow jump allows you to climb up and down – double-tap Left or Right to swing. Don't miss the breakable sections of floor, and leap for every jutting branch – many lead to secret areas.





CHEAT

On the title screen, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down and the 'Press A to Select' message will disappear. Now move the cursor down to the bottom of the menu to uncover the 'Cheats' option. Every level is now accessible – but you'll need to quit back to the main menu each time you want to select a new stage.

BONUS LEVELS

STORK RIDE

Like a reversed version of the Stampede level – race into the screen, collecting coins. It's worth missing a few dubloons for the fruit, as they add a valuable five seconds to the clock. Press A *well* before logs to clear them.



JUNGLE CRUISE

Unlike Stork Ride, you can control your speed in Jungle Cruise by pulling back on the stick – but, frustratingly, the Left/Right controls are reversed. Steer clear of whirlpools – if you so much as scrape their sides, the level will end.



TREE SURFIN'

There are few pesky stone-dropping birds on these bonus levels, so pull back at all times to duck under any low-flying branches – you'll need to tap A much sooner to jump in this crouched pose. Again, fruit is worth meandering off course for.



JUNGLE JUMPIN'

Forget about coins to begin with – concentrate on grabbing fruit to put extra seconds on the clock, then work your way back through the level grabbing any money you missed. Stand on the edges of trampolines for the highest jump.



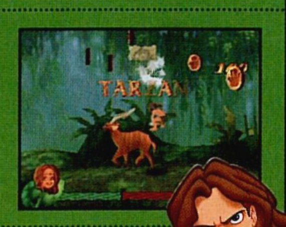
GO! GO!

1. WELCOME TO THE JUNGLE





Not too tricky. Use the special fruit to kill baboons quickly – press B to see off the tail-hanging variety – and jump over rather than murder the wandering skunks near the end. Duck for bird's droppings, and trampoline on the elegant antelope for extra coins.

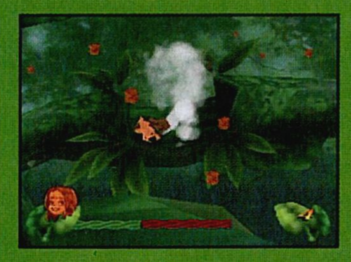


T – Below the log just beyond the second butterfly.
A – On top of the first long hollow log.
R – Enter base of large tree from right.
Z – After first map, take top route and drop down.
A – Use antelope to bounce upwards.
N – Inside log that baboon swings from.



Sketches
1. Tebes points this one out.
2. Behind antelope.
3. Just past first swinging baboon.
4. Above second swinging baboon.

2. GOING APE





Don't miss the high branch just after the start, which you can reach by leaping off the frog's log, or the first breakable stretches of green ground. After the two vines, you need to drop *into* the branch to continue. Duck as much as possible in the slidy section that follows.

T – Leap up to branch from first frog log.
A – Pound first green section of ground.
R – Use bird nests in high branches to reach top.
Z – Use first pair of vines to reach high branch.
A – After first drop, pound swollen trunk and head left.
N – Bash green patches after second drop to break barriers.



Sketches
1. After baboon-rolling bridge, drop down and run back.
2. Just past bouncy yellow flower on ground floor.
3. After trotting through vertical tree trunk.
4. Climb large tree before first drop.

3. ELEPHANT HAIR DARE





Plenty of ground to smash here, and you can stick your dagger into the bouncy pig creature to get him moving. If you get stuck near the 'N', leap alternately off platforms on either side to scramble back up. Swimming is simple – just push in the appropriate direction.



T – Swing across the first two vines.
A – Walk back after hitting the ground floor near waterfall.
R – On the lowest 'stepping stone'.
Z – Jump onto branch to left of swinging baboon.
A – After pounding, look left inside the log.
N – At bottom of drop after second elephant.

Sketches
1. Just around corner after second waterfall drop.
2. On top of the first log you run through.
3. After swinging on vines to tree trunk.
4. After pounding, use vines to left of rock to reach log.



4. STAMPEDE





You can't control your speed as you scamper out of the screen, so push Left and Right to avoid the obstacles – including animals and monkeys – which slow you down. Weave to avoid rock-chucking beasts, but run straight forward for prolonged periods to speed up.

T – Log in middle of screen after two monkeys.
A – Jump when you see the broken log above.
R – Hop onto parrot-laden log.
Z – After third map, scamper up twig on left.
A – Look for the next twig on the left.
N – Straight ahead as you approach end.





Sketches
1. Twig in middle of screen after 'T'.
2. After first ground log, head right.
3. Jump after row of coins leading from 'R'.
4. Scamper up second parrot-laden log.

5. COMING OF AGE




Don't miss your blade – it's to the *left* as you start – and use the rhinoceros to progress past the deep pit. Bonus fruit is plentiful on this level – bash the swollen red flowers with fruit, and pound the ground near the banana trees to nab it.

T – Jump onto U-bend twig just after start.
A – Pound patch of green land after rhino.
R – After breakable green section, swing across vines.
Z – Use vine to leap left following long winding path.
A – After slidy section, run left and use vine.
N – Drop off log and head left after twin bird nests.



Sketches
1. Swing left from first vine, then use springy twig.
2. After long winding path, swing using vine.
3. Ignore rhino and run right past to the right.
4. Wait for second rhino to break rocks on right.

6. SABOR ATTACKS




As straightforward as *Tarzan* levels come. To defeat Sabor (all *three* times) leap over him as he charges, then stab him in the back before jumping again to dodge his counterattack – but beware of the pesky bird in the third round.

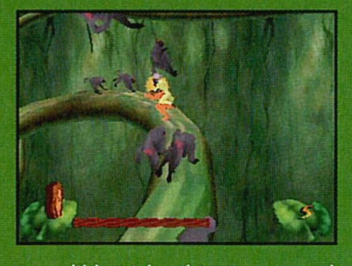
T – Drop off first log and run left.
A – Jump left after rhino and use vine to reach bird nest.
R – Smash green ground after rhino.
Z – Pound ground just after trunk climb.
A – Drop into hollow log after second butterfly.
N – Use vines to right of 'A'.





Sketches
1. To right of first Rhino.
2. Use yellow flower just next to pig.
3. Beneath second log after second Sabor attack.
4. Just past the last vine.

7. THE BABOON CHASE




Incredibly tricky, this. Jump over baboons and twigs with A, and beware of breaks in the track, which sneak up *very* quickly and need leaping over just before the edge. Use B on the slidy section to see off the monkeys, and slow down if you can.

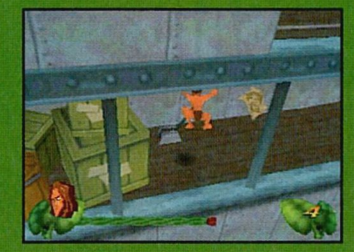
T – Follow the path.
A – Keep following the path.
R – Stick to the path.
Z – It's the path again.
A – Tip right halfway around slidy section.
N – Tip right after the second batch of monkeys.



Sketches
1. Straight ahead from start.
2. In the middle of the path.
3. To the right as you start slidy section.
4. Tip left after third monkey horde.



8. ROCKIN' THE BOAT

Stuck? Look behind the ladder in the bottom-left corner for the route around the deck. The lever there removes the crate at the top of the other ladder, leading to a couple of swingable ropes which then lead to the exit.

T – Top of crate in bottom-left corner of deck.
A – Behind the crate in bottom-right.
R – At back of boat.
Z – Drop from rigging.
A – Top of ladder in bottom-left corner.
N – Next to 'A'.



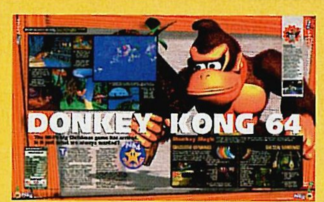
Sketches
1. Along the corridor behind the bottom-left ladder.
2. Through hollow crate at top of second ladder.
3. Jump off plank at back of boat.
4. Climb to top of boat.

HOW TO...
see things you shouldn't in
DONKEY KONG 64

Tonnes of simian secrets, as discovered by N64 readers.

by Mark Green

WHAT WE SAID



We reviewed *Donkey Kong 64* in issue 36 and this is what we concluded:

"Incredibly, Rare have bettered *Banjo*. Weeks of play wrapped up in one impressive package."

93%

Back in issue 39, at the end of our exhaustive, three issue-long *DK64* tips extravaganza, we asked you to send in your own tips, secrets, glitches and bugs for Rare's plucky platformer. And you responded – in droves. For around four weeks, we were deluged with envelopes containing exciting, intriguing or simply downright bizarre *DK64* incidents that you'd spent hours, days and weeks uncovering.

We've sifted through the piles of entries and, after careful consideration, chosen the best 10 reader glitches and displayed them in all their glory on the opposite page – follow the instructions to see *DK64*'s most secret secrets for yourself, but be ready to persevere, as they're notoriously tricky to pull off. To round everything off, we've dug deep into *DK64* for a few secrets that we missed the first time around. Enjoy!

Seen it all?

For completists everywhere, here are the most deviously hidden *DK64* secrets.

BONUS ENDINGS

N64 Magazine STAR GAME

You'll have already seen the standard DK Isles end-of-game tour, and you *might* have glimpsed the rather smart alligator-riding outro that's your reward for collecting 201 golden bananas. But there's also a top secret Dolphin-based ending for nabbing *everything*.



MINIGAME MENU

We listed the locations of every single one of Snide's blueprints back in issue



39. Collect all 30 of them and you'll unlock a minigame menu, giving you the opportunity to play many of *Donkey Kong 64*'s short bonus games by visiting Snide in one of his hidey-holes.

DIRT MOUNDS



Noticed the small dirt hills littering *Donkey Kong 64*'s levels? After you've been awarded the Banana Fairy's camera, stand atop one of these mysterious mounds and hold B. You'll perform a glittering spin, the dirt will disappear, and you'll be awarded a Rainbow Coin.

Top 10 DK64 glitches

The best quirks to be found in *Donkey Kong 64*, as sent in by you.

1. DROP CAM

Stand on any high platform – the top of K. Rool's island, for example – then push Top-C just as you *walk* (not jump) over the edge. You'll be able to look around as you fall, and you'll take zero damage when you hit the ground.
Daniel Hughes, Australia



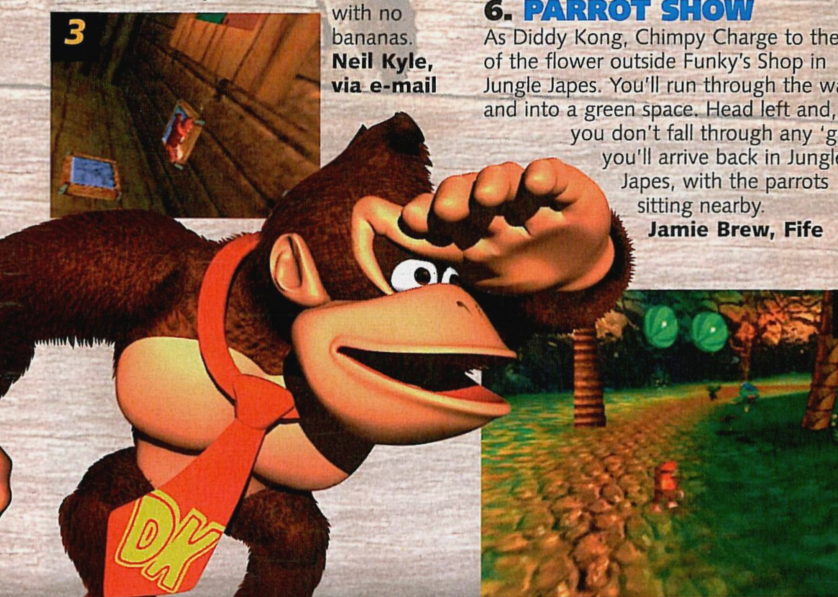
2. ENTER ANY LEVEL

If B. Locker's barring the way to a level, select either Chunky or Lanky, and use either's standard punch while standing face-to-face with the grumpy wooden fixture. Before long, you'll reach through and warp straight into the level.
James Hill, London



3. CRYSTAL CHEAT

Use Donkey Kong's bongos to enter the small hut with the rotating walls. Slam the rightmost blue switch, then the left, then slam once more immediately. You'll fall into space – walk left to find Troff 'n' Scoff, who'll let you into the boss room with no bananas.
Neil Kyle, via e-mail





4. BIG APE ALL OVER

The Infinite Crystal Coconuts cheat is handy for this. After using the Chunky Barrel in the clearing in Jungle Japes, attempt to jump *into* the giant beehive. You'll fall through and into the underground tunnels, allowing Hunky Chunky to access the whole level.
Robin Tucker, Manchester

5. ORANGE CROSSHAIRS

For a handy set of crosshairs for orange-chucking, take out your gun and press Top-C for first-person aiming. While holding down Z, point the crosshairs at the spot you want to throw the grenades at, then press Right-C to launch the fruit.
Richard Fletcher, Kent



6. PARROT SHOW

As Diddy Kong, Chimpy Charge to the left of the flower outside Funky's Shop in Jungle Japes. You'll run through the wall and into a green space. Head left and, if you don't fall through any 'gaps', you'll arrive back in Jungle Japes, with the parrots sitting nearby.
Jamie Brew, Fife

7. WATER PISTOL

As Lanky, take out your Grape Gun and walk slowly up to the edge of a stretch of water. Press Top-C just as you topple off and you'll remain in a third-person view as Lanky swims, but with the ape's gun out and ready for business.
Joanna Cox, via e-mail

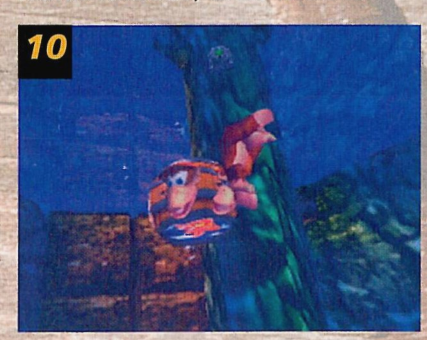


8. HIDDEN HIDEAWAY

Use the Chunky Barrel on DK Isle's small island. Climb the two steps leading to K. Rool's island, then walk back off onto the first step, pushing forward as you go. You'll now be 'under' the island. Head for the waterfall, then swim for the sky. When Chunky disappears, adjust the camera to see the hidden Computer Room.
Jamie Parker, Stoke-On-Trent

9. CHUNKY CHEAT

As Chunky, swim *slowly* towards Tiny's entrance on Fairy Island, pressing Z to dive as you slide. When you've 'sunk' under the island, swim up and leap onto the tunnel to arrive in the Fairy's Room. Or, swim towards the bars to see Chunky trapped behind bars.
Martin Andrews, Great Yarmouth



10. NOISES OFF

There are a whole range of 'kooky' sound effects to be heard underwater. Pause and save and you'll hear a wibbly-wobbly 'Okay' from Donkey Kong himself, or swim through the submerged tag barrel in Gloomy Galleon for more distorted speech.
Jon McIntyre, Ross-On-Wye

KRAZY KOSHA
Use the sniper sight of your gun to zoom in on one of Crystal Cavern's club-wielding Koshas from a distance. Watch for a while and you'll see the little tike do something interesting...



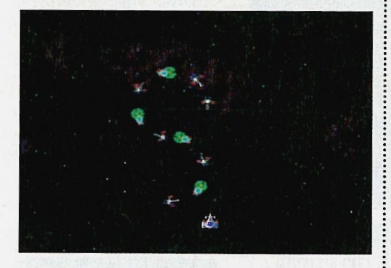
FAIRY STORY
The full list of banana fairy secrets...
2 Fairies: DK Cut-Scene Theatre
6 Fairies: Bonus arenas – Rambi and Enguarde arenas once you've found them in-game, and *Jetpac* and *Donkey Kong* once you've unlocked them.
10 Fairies: Boss Battle Selector
15 Fairies: Play as Krusha in multiplayer
20 Fairies: Unlimited Item cheats.





TIPS EXT

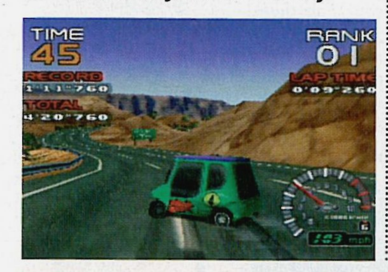
Ridge Racer 64



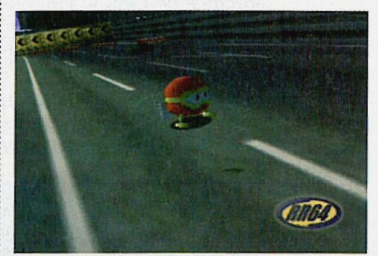


GALAGA '88 MINI-GAME
Finish Ridge Racer Extreme Extra in first place to play one level of the classic Galaga '88 game. Kill all 40 aliens to unlock the Galaga '88 car and the 'Galaga Pac Jam' song.

CADDY CAR
Begin a race on the first track in Grand Prix mode. At the start of the race, turn your car directly around and drive into the brick wall until you pass through it. A reversed race should now begin. Win this race to unlock the extremely fast caddy car.



POOKA CAR
Select time attack mode and choose stage 7 or 8. Select set record and break the record to unlock the Pooka car.



BLINKY GHOST CAR
Drive 99 laps in free run in time attack mode on any track.

CRAZY CANUCK CAR
Select car attack mode and choose stage 8 in mirror mode. Defeat the car to unlock the Crazy Canuck. That's a slang term for 'Canadian', folks.

CAR PREVIEW
At the car selection screen or trophy screen, press Top-C, Right-C, Bottom-C, or Left-C to change the view and rotate the cars.

MOTION BLURRING
During an instant replay, press Left-C to add a motion blur effect. Nice.

REVERSE 360 POWERSLIDE
Set the drift mode option to 'RR64'. Begin a game and get to a sharp turn. Stop accelerating, turn the opposite direction from the turn, and accelerate again while still turning. If done correctly, your car will spin around during the powerslide. After you are turned around, control the car as if in a normal powerslide and re-align it with the track. This neat trick allows your car to make it through winding turns without braking or losing speed.



WWF Wrestlemania 2000

SMOKIN' GUN BELT
Complete Road to WrestleMania with Steve Austin.

BLUR EFFECT
Enter Create-a-Wrestler Mode. As you preview the moves, hold Right-C.

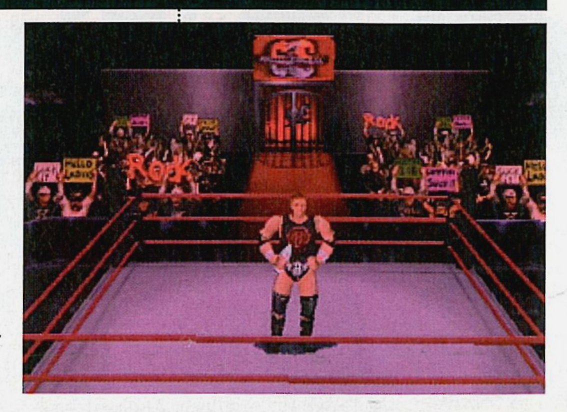
MANAGER ASSISTANCE
If your wrestler is the first to enter the ring, hold Top-C, Bottom-C and the Z Button on controller three to get your manager involved. If your wrestler enters the ring second, hold Top-C, Bottom-C and Z on controller four.



STEAL YOUR OPPONENT'S SPECIAL MOVE
Perform a strong grapple on your opponent, then press A and B while moving the analogue stick in any direction.

STEAL OPPONENT'S TAUNT
During a match, rotate the analogue anti-clockwise.

PLAY AS MANAGERS
At the beginning of a match, plug a controller into slot three or four, then hold Z.



RA

Secret cars in Ridge Racer 64, special effects in Wrestlemania, infinite lives in Mystical Ninja 2... it can only be this month's Tips Extra!

Mystical Ninja 2







INFINITE LIVES
Go to the restaurant, buy some sushi, and you will gain yourself one extra life. Go to the Inn and save and reset the game there. This handy cheat will get you another hundred coins that you can buy sushi with again. Repeat this to your heart's content to gain as many lives as you want.

INFINITE ITEMS
Begin a game and go to the upgrade store. Purchase any desired item, then go to the save location and save the game. Reset the game and when you resume the game, you'll have all your money plus the item that was purchased. This may be repeated as often as you like to get an unlimited number of items.

DOUBLE COINS
Wait until night to get two coins from an opponent that would normally only have one coin.

CONTROL ENDING SCREEN
Highlight the 'Try Again' option at the game over screen, then repeatedly tap A to move the hoop faster.

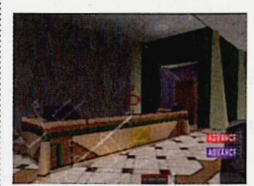
Rainbow Six

Recruit Difficulty

Level	Code
2	1ZB1S2Q22MQQ
3	BJBBC3Q22WQQ
4	B2BBSMQ22!QQ
5	CJFCCQQ2FGQQ
6	CZFCS5Q2F4RQ
7	DJVDCYQ2FWQQ
8	D2VDS8Q2F!QQ
9	52T572Q4G4SQ
10	VJVVLJQGGWSQ
12	VZRFTMQ2G8SQ

Veteran Difficulty

Level	Code
2	1ZL1S2RF2MQQ
3	BJJBC3RF25QQ
4	BZJBSMRF28RQ
5	CZBCS5RFFMRQ
6	DJBDCYRFF5RQ
8	LZBDS8R2F8RQ
9	MJB2D1R2G2RQ
10	2ZB2T2R2GMQQ
11	FJJFD3R2G5RQ
12	FZJFTMR2G8RQ







Classic tip Turok: Dinosaur Hunter

The third instalment is bubbling along nicely, featuring exact lip-synching and some menacing locations. If you dust off this classic first-person shooter it stands up surprisingly well in the harsh light of day, despite fairly heavy fog.

NTHGTHDGDCRTDTRK – The Big Cheat
LLTHCLRSFTHRNB – Pretty Colours
CLLTHTNMTN – Quack Mode
NSTHMNDNT – Show Enemies
DNCHN – Dana Mode
GRGCHN – Greg Mode
RBNSMTH – Robins Cheat
BLLTSRRFRND – Unlimited Ammo
CMGTSMMGGTS – All Weapons
THBST – Gallery Mode
THSSLKSCL – Spirits Mode
FDTHMGS – Credits
FRTHSTHTTRLSCK – Infinite Lives
DLKTDR – Pen and Ink Mode
SNFFRR – Disco Mode
LKMBRD – Fly Mode



GO! GO!



ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in...



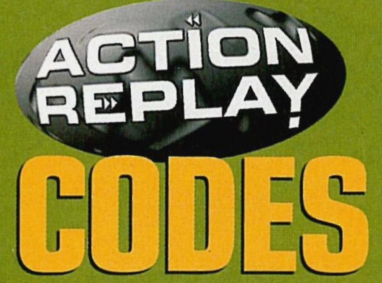
SUPER SMASH BROS

(Requires Diddy Kong *keycode)*

Enable code	F1024FC0 2400
	DE000400 0032
Have Mushroom Kingdom	860AD37F 00FF
P1 Infinite lives	850AD3A2 00XX
P1 Character Modifier	850AD39A 00XX
P1 Low health	860AD3E5 0000
P1 Super strong	850AD398 001E
	850AD396 0000

Vs. Mode Only

P1 Character Modifier	850AD58A 00XX
P2 Character Modifier	850AD5FE 00XX
P3 Character Modifier	850AD683 00XX
P4 Character Modifier	850AD6E6 00XX



Quantity digits to accompany character modifier codes:

Mario	00
Fox	01
Donkey Kong	02
Samus	03
Luigi	04
Link	05
Yoshi	06
Captain Falcon	07
Kirby	08
Pikachu	09
Jigglypuff	0A
Ness	0B
Master Hand	0C
Metal Mario	0D
Fighting Polygon Team	0E-19
Giant Donkey Kong	1A

Abdul Aziz, London

MARIO KART 64

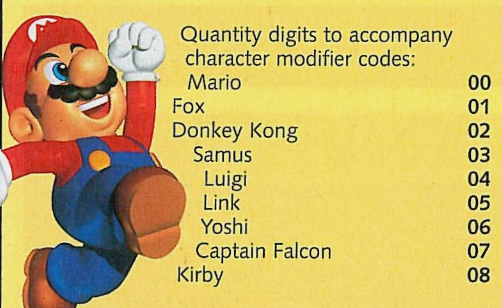
Clock always 00:00:04, stars and ghosts last the whole race 810DC5B8 9999

Mark Donnelly, Co. Derry

ROGUE SQUADRON

All levels open 80130B2D 007E

Alex Robinson, Penmaenmawr



PENNY RACERS

Infinite Icons	812228DBE 0001
	81235744 0001
	813A2B30 0001
	813A2B32 0001

Craig Botham, Westbury

TETRISPHERE

Infinite Lives	8111582E 0002
	1115BAC 0002

Craig Botham, Westbury

COMMAND & CONQUER

Infinite Money	81096A32 03A4
	81096A36 03CE

Alex Scott, Wirral

GOLDENEYE 007

All multiplayer characters 810266E6 0040

Richard Long, Isle of Wight

No collision	81031A1A 0000
Hold B to hover and fly	
Enable code – use for all levels	D00572D0 0040
Dam	810BA37C 4040
Facility	8109D77C 4040
Runway, Surface 1 & Depot	810C077C 4040
Bunkers 1 & 2 and Silo	8109AF7C 4040
Frigate	810ADB7C 4040
Surface 2	810CCF7C 4040
Statue	810AC77C 4040
Archives, Cavern, Cradle & Egyptian	810B3F7C 4040
Streets	810BDF7C 4040
Train, Jungle & Control Centre	810A777C 4040
Aztec	8109737C 4040

Alan Devins, Sligo

SUPER SMASH BROS

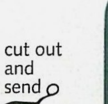
Have all characters	870AD198 0FF0
Have all prizes	860AD197 00FF

Abdul Aziz, London



All of these codes only work with the Action Replay cartridge from Datel. For more details call **Datel** on **01785 810800.**

YOUR ACTION REPLAY CODES


cut out and send

ACTION REPLAY CODES

Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name...

Address...

....

....

....

....

Postcode ....

READERS' TOP 15 TIPS

Remember the best one wins a Makopad from Interact (00353 617 0207) and an exclusive **N64** pin badge.

Cheat of the month

1 Tony Hawk's Skateboarding
Here is a really weird cheat. At the pause menu, hold L and press Left-C, Bottom-C, Right-C, Left-C, Bottom-C, Right-C and Right-C. A girl's picture will then appear permanently. Hmm.
Robert Grayson, Surrey



2 S.C.A.R.S
To enable all codes (including all cars, cups and master mode) enter WLLVDD as a password.
Benjamin Tatlow, London

3 Shadows of the Empire
When you have to face an AT-ST on foot, run around behind it and shoot it. When it turns around, run behind and shoot again. You will not be hurt!
Jonathan Maidment, Wiltshire

4 Rainbow Six
Throw every grenade or flashbang at full strength in succession, only letting go of Z quickly, then you'll have 255 grenades or flashbangs.
Mike Marks, Longfield

5 Pokémon Stadium
Start a game in GB Tower and select a starting monster. Get the Pokédex and quit. Move this Pokémon to the N64, then repeat the process with a different Pokémon each time. You can start with



Squirtle, Charmander and Bulbasaur.
James Rennie, Bucks

6 Mission: Impossible
On the CIA Rooftop level, after turning on the heliport lights, return to where the helicopter lands. Wait a few moments and it will lift off again. Now place the EMS and the helicopter will hilariously crash back down!
Mark Rhodes, Penrith



7 Turok: Rage Wars
Turn on infinite ammo and you can then use the minigun's B mode and stay unhurt. If you also pick up the pink/purple thing, you can keep it until you let go of B.
James Manuel, Surrey

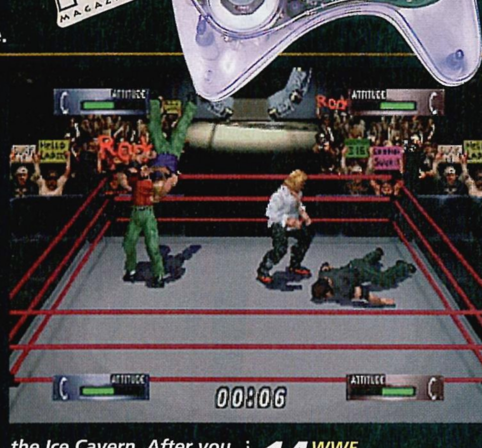
8 South Park Rally
Shoot Chicken Lover on Read-a-Book-Day five times with Chef's chocolate salty balls. You will get Cartman Cop! You will respect my authoritah!
Ross Spencer, Aylesbury

9 Rainbow Six
Throw a flash-bang near the other team and before it explodes, change team. After the blindness has gone, one of your team will perform a dance. Get jiggy with it!
Alex Dodd, Billingshurst

10 Rainbow Six
For Invincibility, press Right-C, hold Z then B, then quickly press R. To make enemies surrender, turn off auto-target then do the following. Arrange it so the enemy can shoot at you but not hit you from a higher level. Then shoot ten or more bullets over his head, without hitting him. He'll get down on his knees and beg for mercy.
Mike Marks, Longfield

11 Zelda 64
After you collect the Fairy Bow, leave the Forest Temple and go to





the Ice Cavern. After you complete it, Sheikh will teach you the Serenade of Water and you can complete the Water Temple out of order. Then you can use the Longshot in the Forest and Fire Temples.
Dan Barnett, Eccleshill

12 FIFA '99
Continuously tap R + Bottom-C. The players will flick the ball over their heads. R + Right-C will make them perform lollipops over the ball, baffling the opposition.
George Grevett, Worthing

13 F Zero X
Press L, Z, R, Top-C, Bottom-C, Left-C, Right-C and Start. You'll have access to every car and cup. Nice.
Gregor Manby, Angus



14 WWF Wrestlemania 2000
Change Road Dogg and X-Pac's music and video to DX's and they'll come out together as D Generation X in a tag-team match. You can also do this to Chaz. If you dress him like Thrasher, give him the Headbangers' music and video and change his name to Mosh (in capitals), he'll come out dressed like the Headbangers (Thrasher and Mosh).
Vaughan Bloomfield, Ruislip

15 ISS '98
Start any kind of match, then pass the ball to a player who has good curling abilities. Run down the wing to the by-line. When you get there, shoot, and just before the ball gets intercepted by the goalie, curl it inwards (towards the goal) and you will almost always score.
Benjamin Tatlow, London



Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

Name ....

Address ....

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Postcode ....

Here's my top tip

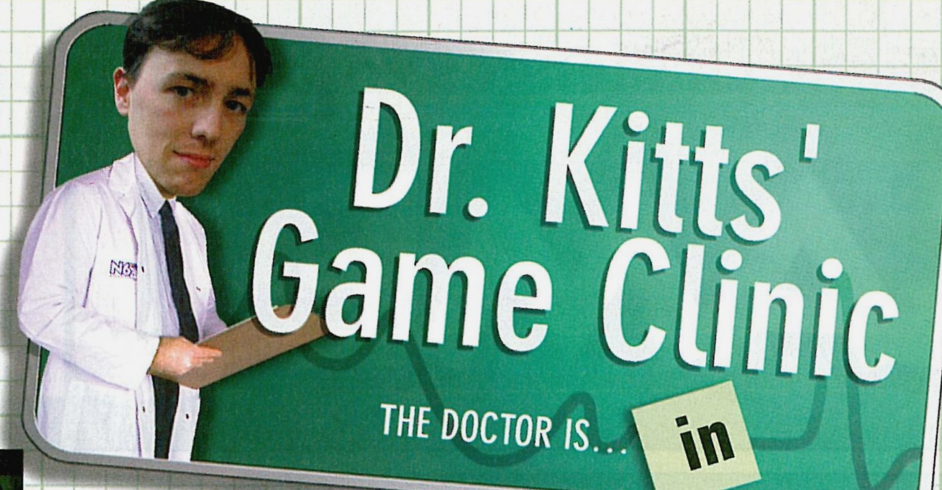
It's for [game name]:

And I've found that if you:



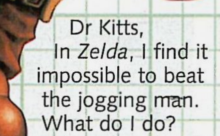
Send to: Tips Extra, **N64** Magazine
30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Doctor, doctor? Can't you see I'm burning burning.



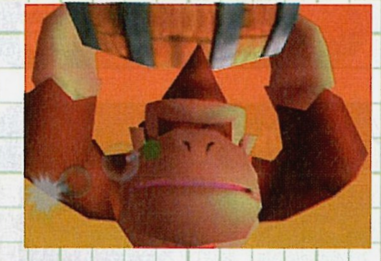
Dr. Kitts' Game Clinic

THE DOCTOR IS... in



Dr Kitts,
In *Zelda*, I find it impossible to beat the jogging man. What do I do?
Adam Roethenbaugh, Peterborough

Dr Kitts' eyes go milky as despair washes over him like cold rain.
Shigsy has deserted his previously faultless form here, I'm afraid. The annoying sap in shorts just keeps beating your time by one second. No matter how quickly you run, there's no way to beat the gimp. Internet rumours suggest that if you beat him, you get the Triforce. Mmm, yes... May I suggest you book yourself in for a free counselling session?



Dr Kitts,
I have nearly completed *Donkey Kong 64*, but there is one problem. On DK Island, there are two battle crowns but I can only find the one near Snide's HQ. Where is the other one? Please help.
Steven Rothwell, Herts

Dr Kitts licks his lips like Jabba the Hutt.
Ah, yes. Inside the room that holds Snide's HQ is a large rock. Use Chunky's strength to move it, and go into the battle arena via the K. Rool Pad. That's how to get the first one. For the second, go to the entrance to Fungi Forest. Near the ceiling you'll find a large mushroom flying around. That'll be the drugs, then. Shoot it, and it'll change colour thus...
Donkey Kong = yellow
Diddy Kong = red
Lanky Kong = blue
Tiny Kong = purple
Chunky Kong = green
When all five characters have shot it, a secret hatch will open, revealing a Chunky pad. Use the gorilla gone move (bought from Cranky in Crystal Caves) to reveal the K. Rool pad. After another hefty battle, the crown is yours.

Dr Kitts,
I'm stuck on *Blast Corps*, Ebony Coast. On the level select screen, it says you can use Ram Dozer and J-Bomb. But where exactly can I find the J-Bomb?
Matthew Foote, Surrey

Dr Kitts chuckles, a sickly wheeze escaping from his windpipe.
To get the excellent J-Bomb, you'll need to use a trick which some people think is a bug. Turn around



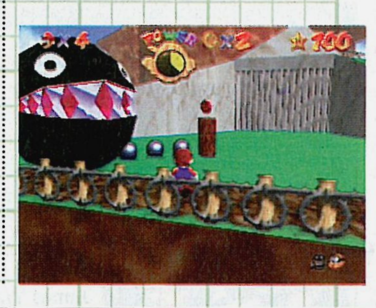
in the Ram Dozer and shove the TNT into the block. Follow the tracks to a large, ancient statue. Park your vehicle next to the statue, in a position so that you can't get out. If you try, your man will say "d'oh!" at you. Hold Z for about a second, and the statue will be destroyed. Inside you'll find the treasured J-Bomb.

Dr Kitts,
On *DK64*, I can't seem to locate the Crystal Caverns entrance. Please help me, *DK64* is my life and I will not rest until I complete it with every single collectable item. I thank you for saving my life.
Aasim Ali, London

Dr Kitts looks nervously around him, and quietly presses the panic button under the desk.
After receiving the Boss Key from Fungi Forest, go to K. Lumsy's place. The rock in DK's statue will blow away revealing the Crystal Caverns entrance, and an enormous Blast Barrel will appear near K. Rool's castle, revealing the entrance to Creepy Castle.

Dr Kitts,
I'm completely stuck on *Mario 64*, on the Bob-omb Battlefield. It's Star Six, behind Chain Chomp's Gate. I can't get behind the gate: puh-leease help, doctor, pleeease!
David van der Ves, Balloch

Dr Kitts quickly stuffs the magazine into his top drawer, trapping his fingers in the process.
Whenever Chain Chomp isn't looking at you, run to the stake and do a stomp on it (A + Z). Mind he doesn't hit you. After three poundings, the big Chomp will destroy the gate.



Got a gaming query?

Doesn't matter how small, or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to: Dr Kitts' Game Clinic, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...



My name is ....

and I live at ....

....

....

Postcode ....

Eight challenges to test the best.

GAME ON

We're fully expecting *Perfect Dark* to be occupying these pages for quite some time. The near-endless array of options and challenges on offer presents stupefying opportunities for an inventive Game On regular. For now, let's fight the urge to lock ourselves in a wardrobe with Joanna Dark and concentrate on fine-tuning our razor-like gaming skills with some hardcore gaming challenges. From the truly dedicated to the truly bizarre, all videogame life is here. Enjoy.

SUPER SMASH BROS *Dance, Yoshi!*





James Ridgway in **New Barnet** brings us this. In Training Mode, select your character as Ness and put the computer as Yoshi. Head on over to Yoshi's level and select the computer's action as 'Evade'. You can stand on any platform except the top one. The idea is to hit Yoshi as many times as possible using your electric-charged yo-yo. You have to stay in the same place unless Yoshi gets to a platform where he doesn't jump or run away from you. You can increase the difficulty by playing in close-up view. You get medals for consecutive hits. Miss once and it's all over.

HITS		20		12		5

DONKEY KONG 64 *Royal Rumble*




Sometimes a bizarre hybrid limps its way into our offices. Such a one is **Robert Bartley** from **Bexley**, well, his challenge is a bizarre hybrid anyway. In multiplayer, go to a one-screen arena as anyone except Krusher. All four of you go into the middle of the ring and duke it out like big, hairy apes. Just like the apes in *WWF*, then. Unsurprisingly, the last player to fall out is the winner. Also, if your health runs out, that counts as a loss. In true knock-out olympic fashion, you get a different medal for who goes out last.

LEFT IN THE RING		LAST		2ND LAST		3RD LAST

JET FORCE GEMINI *Shoot the Rabbit*





James Warner from **Wanganui** has quite a neat challenge for *JFG*. In multiplayer, select the Rith Essa stage, putting weapons on medium and game type as survivor. Give everybody two lives and then start. Three players go to the platform in the centre, as snipers, while one goes to any corner of the stage. Time how long you can last without getting shot. The rabbit must not hide in a pit for more than five seconds, or else it's disqualified. You get medals for lasting longer than your mates.

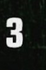
SURVIVAL		BEST		2ND BEST		3RD BEST

GOLDENEYE 007 *Dead or Alive*

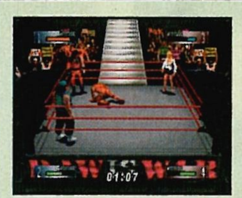




Jonathan Belton and **David Lewis** from **King's Lynn** clearly have rich imaginations, as they've invented a version of Robocop for the mighty console. Use four players in the Bunker with proximity mines. One player is the helicopter pilot and has +10 life. He is Robocop, and polices the level, arresting anyone shooting or holding a gun. Other players are on -10 life. If they are naughty, he takes them to the jail and puts a mine on the door. The other players can do whatever they please, like being peaceful or ganging up to rescue their mate. You get one point each time you escape jail or kill Robocop.

ESCAPES OR KILLS	 	3		2		1

WWF WRESTLEMANIA 2000 Pile On!





"This game is funny and stylish", claims **Joe Rodemark** from **West Sussex**. It's certainly entertaining. Start a four-player versus match. One player gets a special and performs it on one of the others and then the others climb up on the ropes and jump on their floored foe. Thing is, you all have to jump at the same time, so teamwork is essential. Each person gets a turn at lying on the floor being pounded. Naturally, the challenge ends when the poor punchbag gets up. Medals are awarded for how many times the jumpers can simultaneously pounce on their prey.

POUNCES  6  4  2

MYSTICAL NINJA Marathon Man





Chris Major brings you this *Zelda*-esque challenge from **Norfolk**. Use Yae's flute to fly to Festival Village. Make your way to the stone circle of Igo, then switch to Ebisumaru and start your stop watch. The challenge is to run to the entrance of Ghost Toy Castle without using Yae's flute or the map. You are allowed to use the Tourist Centre, though. You will have to use Goemon right at the end to cross the star blocks below the castle. Medals are awarded for how fast you are, but to nab a Gold you must take no damage whatsoever. Now that's tricky.

TIMES  11 min  12 min  13 min

MARIO 64 Somersault over Oblivion

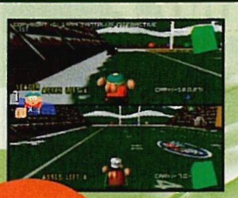
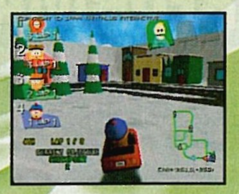




Mazza's universe is chock-full of excellent areas to leap and caper around in. **Colin Elvey** from **Romford** has elected to use the superb Lethal Lava Land as the setting for his acrobatic challenge. Go over to the big rolling log in the corner of the level. Then, run along it, performing as many consecutive side somersaults as you can, without stopping or falling into the lava pit. This non-combative challenge should test your dexterity and game control skills to new levels. Even if you 'wipe out', Mario's death is entertaining. You get a medal for how many somersaults you manage.

SOMERSAULTS  20  15  10

SOUTH PARK RALLY Cow Games

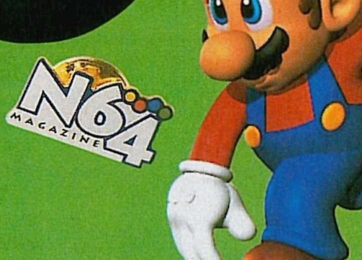




"I hope you consider my game to be half-way decent", says **Tom Woollatt** of **Gayton**, "it's football with a twist." Set up an ass battle in Gridiron, then send the cows in the direction of the posts at either end of the field. Select re-try each time somebody scores, or to make it even harder, don't. As long as no-one loses all of their asses before someone scores this is pretty entertaining. The winner of the game is the first to five points. You win a medal for how many goals you win by.

GOALS  5  3  1

Now it's your turn!

GAME ON



Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...
Perfect Dark • WinBack
Jet Force Gemini • Donkey Kong 64
We'll print the best right here, and you'll get a flashy **N64** pin badge for your troubles. Now you can't say fairer than that, can you!

N64 Magazine

I'M THE BEST

More jostling than at 6pm in the London Underground.

It's incredible what you can do when you put your mind to it. Take Holland's Raymond Wegman – by clearly forgoing sleep, he's managed to topple Chris Webb from the top of all the *Mario Golf* leagues. Amazing stuff.

There's plenty going on in our other tables, too – especially those *Donkey Kong* bonus games. Why not grab yourself a piece of the action and send us evidence of your own gob-smacking achievements?

New Leagues

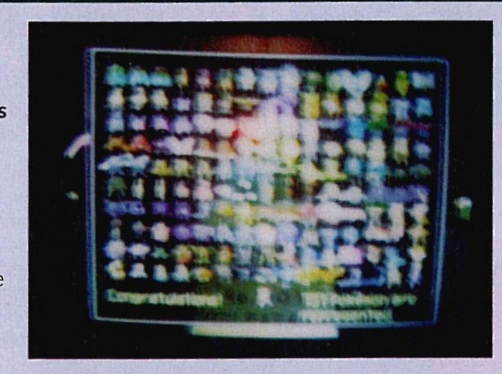
INTERNATIONAL TRACK AND FIELD 2000

We want your International Track & Field 2000 records in...
Long Jump • Javelin Throw
110m Hurdles
Triple Jump • 100m Freestyle
Hammer Throw





STAR PERFORMANCE in conjunction with INTERACT



It's three months since *Pokémon Stadium*'s release – during which time Andrew Simmonds of Hampshire must have spent every waking hour possible promoting all 151 Pokémon into the game's Hall of Fame.

A Star Performance if ever there was one, Andrew, and well worth the splendid joypad that we'll be sending you, courtesy of the kind folks at Interact. If you fancy seeing your name here, send us photographic or video evidence of a similarly staggering gaming achievement, in an envelope marked 'Star Performance'.

NEW HIGH SCORE!

Operation WinBack! Delayed! So, in the absence of any entries for our Time to Beat in **N64**/42, we'll give you another crack at it. Alan managed to complete Stage 2 in 15:28, with 344 points. If you can beat that, send us your time. The winner receives a joypad from Interact. Lovely!

THIS MONTH'S TIME TO BEAT



First, pore over the invaluable *International Track & Field 2000* tips we gave you in N64/43. Then have a go at beating Mark's 100m Dash time of 9.77secs. The entrant with the fastest time will win a marvellous joypad from Interact. And while you're at it, give the other events a go – you might just make it into our *Track & Field* league tables in N64/46.

Donkey Kong 64



RAMBI BONUS GAME

1	244	Peter Barrett, *Co. Armagh*
2	228	Ben Gooch, *Tamworth*
2	228	Joseph Jennings, *Birm'ham*
2	228	Arkadiusz Gabreycki, *Poland*
5	226	Ruben Larsen, *Norway*
6	224	Lorne Tietjen, *Woking*
6	224	Becki Harrison, *Coventry*
8	222	Liam Kennedy, *Bolton*
8	222	Sam Abraham, *Dublin*
10	220	Tim Booth, *Shrewsbury*
11	218	Matthew Sexton, *Bedford*
11	218	James Fowler, *Leek*
13	216	Calum Conn, *Watford*
13	216	Sean Matthews, *Paisley*
15	214	Stan Colomb, *Corsham*

ENGUARDE ARENA

1	365	Arkadiusz Gabreycki, *Poland*
2	345	Janne Kaitila, *Finland*
3	330	Lorne Tietjen, *Woking*
4	325	Tom Craven, *Lancashire*
5	315	Kyan Kia, *Halifax*
5	315	Scott Fitzgerald, *Dorset*
7	305	Thomas Pearce, *Trowbridge*
8	300	Stuart Stringer, *Orpington*
9	295	Ruben Larsen, *Norway*
10	270	Chester Trinick, *Bristol*
11	265	Anders Evjen, *Norway*
12	260	Matthew Sexton, *Bedford*
12	260	Gavin Fuller, *Romford*
12	260	Jenna Blackman, *Pagham*
12	260	Robert Stanyer, *Winslow*

DK ARCADE

1	170300	Ben Gooch, *Tamworth*
2	92500	Matthew Sexton, *Bedford*
3	59600	Janne Kaitila, *Finland*
4	55100	Thomas Pearce, *Trowbridge*
5	52400	Chris Webb, *Gloucester*
6	51100	Simon Johnson, *Tyne & Wear*
7	36900	Andrew Simmonds, *Waterlooville*
8	31400	Vegalis Pavlis, *Greece*
9	29000	Jason Frost, *Australia*
10	28400	Neil Mapley, *Grimsby*

JETPAC

1	999990	Arkadiusz Gabreycki, *Poland*
2	999135	Andrew Simmonds, *Waterlooville*
3	801680	Jenna Blackman, *Pagham*
4	712385	David Huggins, *Crawley*
5	688510	James Cull, *Redditch*
6	673395	Janne Kaitila, *Finland*
7	666540	Tom Makey, *Colchester*
8	664035	Greg Duncan, *Glasgow*
9	657630	Thomas Pearce, *Trowbridge*
10	108915	Vegalis Pavlis, *Greece*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila, *Finland*
1	85	Denis Craven, *Lancashire*
1	85	Ruben Larsen, *Norway*
1	85	Arkadiusz Gabreycki, *Poland*
5	84	Tom Craven, *Lancashire*
6	83	Jenna Blackman, *Pagham*
6	83	Timothy Staines, *Iford*
8	77	Bobby Matthews, *Kingston Upon Thames*
8	77	Morten Tronstad, *Norway*

Mario Golf



TOAD HIGHLANDS

1	8'41"96	Raymond Wegman, *Holland*
2	8'51"98	Chris Webb, *Gloucester*
3	9'18"68	Jon McIlvaney, *Washington*
4	9'33"88	Gary Carney, *Newcastle upon Tyne*
5	9'52"64	Matthew Sexton, *Bedford*

KOOPA PARK

1	9'16"20	Raymond Wegman, *Holland*
2	9'43"20	Chris Webb, *Gloucester*
3	10'32"68	Gary Carney, *Newcastle upon Tyne*
4	10'47"16	Jan-Erik Spangberg, *Sweden*
5	11'26"48	Thomas Grandjean, *Switzerland*

SHY GUY DESERT

1	9'25"56	Raymond Wegman, *Holland*
2	10'40"60	Chris Webb, *Gloucester*
3	10'47"72	Gary Carney, *Newcastle upon Tyne*
4	11'22"28	Jan-Erik Spangberg, *Sweden*
5	11'27"44	Andrew Harvey, *Twyford*

YOSHI'S ISLAND

1	9'54"68	Raymond Wegman, *Holland*
2	10'23"40	Chris Webb, *Gloucester*
3	11'21"72	Gary Carney, *Newcastle upon Tyne*
4	11'29"48	Clive Mullings, *Kimbolton*
5	11'54"16	Jan-Erik Spangberg, *Sweden*

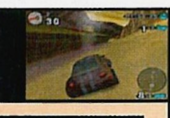
BOO VALLEY

1	10'52"72	Raymond Wegman, *Holland*
2	11'39"04	Chris Webb, *Gloucester*
3	11'44"36	Gary Carney, *Newcastle upon Tyne*
4	11'46"24	Jan-Erik Spangberg, *Sweden*
5	12'26"06	Thomas Grandjean, *Switzerland*

MARIO'S STAR

1	10'18"24	Raymond Wegman, *Holland*
2	11'15"48	Chris Webb, *Gloucester*
3	11'54"76	Thomas Grandjean, *Switzerland*
4	12'02"28	Gary Carney, *Newcastle upon Tyne*
5	12'26"64	Jon McIlvaney, *Washington*

Beetle Adventure Racing



COVENTRY COVE

1	4'36"03	Matthew Leach, *Cheshire*
2	4'42"59	Ross Anderson, *Peterborough*
3	4'42"98	Martin Van Duuren, *Holland*
4	4'43"88	Anders Ringdal, *Norway*
5	4'47"81	Craig Wood, *West Sussex*

MOUNT MAYHEM

1	4'43"11	Matthew Leach, *Cheshire*
2	4'44"99	Anders Ringdal, *Norway*
3	4'47"65	Martin Van Duuren, *Holland*
4	4'47"66	Ross Anderson, *Peterborough*
5	4'50"03	Jan-Erik Spangberg, *Sweden*

SUNSET SANDS

1	5'13"40	Thomas Duggan, *West Sussex*
2	5'14"26	Martin Van Duuren, *Holland*
3	5'21"86	James Robinson, *Cheshire*
4	5'25"28	Thomas Hower, *Denmark*
5	5'28"09	Ross Anderson, *Peterborough*

INFERNO ISLE

1	6'29"06	Martin Van Duuren, *Holland*
2	6'33"09	Jan-Erik Spangberg, *Sweden*
3	6'33"93	Ross Anderson, *Peterborough*
4	6'36"64	Anders Ringdal, *Norway*
5	6'39"95	Martin Van Duuren, *Holland*

METRO MADNESS

1	4'47"76	James Robinson, *Cheshire*
2	5'43"46	Martin Van Duuren, *Holland*
3	5'49"03	Ross Anderson, *Peterborough*
4	6'01"82	Sean MacKenzie, *Edinburgh*
5	6'03"21	Ben Staples, *Watchet*

WICKED WOODS

1	3'42"02	Jan-Erik Spangberg, *Sweden*
2	3'53"46	Bobby Matthews, *Kingston*
3	3'56"10	Thomas Hower, *Denmark*
4	3'56"50	Martin Van Duuren, *Holland*
5	3'59"36	Ross Anderson, *Peterborough*

Smash Bros



MARIO

1	13"81	Matthew Sexton, *Bedford*
2	14"13	James Wood, *Cumbria*
3	14"63	Tom Donoughue, *Balsham*
4	15"03	Robert Mercieca, *Malta*
5	15"50	Chris Bartlett, *Bexley*

DONKEY KONG

1	14"37	Tom Donoughue, *Balsham*
2	14"43	Scott Fitzgerald, *Dorset*
3	15"16	Robert Harrison, *Wakefield*
4	15"31	Tom Woodward, *Bredon*
5	15"50	James Wood, *Cumbria*

YOSHI

1	19"83	Tom Donoughue, *Balsham*
2	22"90	Alexander Davies, *Llandeilo*
3	23"90	Rob Humphrey, *Leicester*
4	25"03	Carl Dresch, *Worthing*
5	25"37	James Wood, *Cumbria*

KIRBY

1	21"00	Tom Donoughue, *Balsham*
2	23"01	Laurence Imich, *Essex*
3	23"29	Robert Harrison, *Wakefield*
4	23"55	James Wood, *Cumbria*
5	23"57	Raymond Wegman, *Holland*

LINK

1	21"21	Rob Humphrey, *Leicester*
2	21"47	Tom Donoughue, *Balsham*
3	21"57	Tom Woodward, *Bredon*
4	21"81	Matthew Li Kam Wa, *Lancashire*
5	22"70	Robert Harrison, *Wakefield*

FOX

1	14"05	James Wood, *Cumbria*
2	16"13	Laurence Imich, *Essex*
3	16"30	Raymond Wegman, *Holland*
4	16"87	Tom Woodward, *Bredon*
5	17"10	Matthew Sexton, *Bedford*

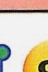
PIKACHU

1	11"01	David Marsland, *Cheshire*
2	11"47	Luke Brown, *Worcester*
3	12"01	Robert Harrison, *Wakefield*
4	12"13	Alec Buckley, *Swadlincote*
5	12"27	Adam Gopsill, *Thurnby*

TOTAL TIME

Bonus 1		
1	4'25"44	Matthew Sexton, *Bedford*
Bonus 2		
1	6'35"21	Matthew Sexton, *Bedford*

GO! GO!



Star Wars Episode 1: Racer



BOONTA TRAINING COURSE

1	0:26.705	Thomas Hower, *Denmark*
2	0:26.728	Tom Beasley, *Bushy*
3	0:27.639	James McClosky, *Co.Derry*
4	0:29.259	Anthony Ratnasothy, *Essex*
5	0:30:012	Jan-Erik Spangberg, *Sweden*

MON GAZZA SPEEDWAY

1	0:12.158	Thomas Hower, *Denmark*
2	0:12.573	James McClosky, *Co.Derry*
3	0:12.775	Anthony Ratnasothy, *Essex*
4	0:13.071	Phil Hughes, *Widnes*
5	0:13.110	Tom Beasley, *Bushy*

BEEDO'S WILD RIDE

1	0:56.431	Anthony Ratnasothy, *Essex*
2	0:57.447	Tom Beasley, *Bushy*
3	1:00.342	Thomas Hower, *Denmark*
4	1:01.196	Stephen Hill, *Maidstone*
5	1:02.242	Luke Oswin, *Leicester*

MALASTARE 100

1	0:31.844	James McClosky, *Co.Derry*
2	0:33.306	Tom Beasley, *Bushy*
3	0:34.780	Anthony Ratnasothy, *Essex*
4	0:36.775	Thomas Hower, *Denmark*
5	0:37.315	Matthew Durrant, *Bognor Regis*

VENGEANCE

1	1:07.810	Anthony Ratnasothy, *Essex*
2	1:07.978	Tom Beasley, *Bushy*
3	1:11.881	Jan-Erik Spangberg, *Sweden*
4	1:12.290	Nader Kohbodi, *Anglesey*
5	1:13.048	Stephen Hill, *Maidstone*

SCRAPPERS RUN

1	0:33.333	Matthew Durrant, *Bognor Regis*
2	0:34.957	James McClosky, *Co.Derry*
3	0:37.950	Anthony Ratnasothy, *Essex*
4	0:40.086	Tom Beasley, *Bushy*
5	0:41.057	Stephen Hill, *Maidstone*

ANDO PRIME CENTRUM

1	0:50.213	Tom Beasley, *Bushy*
2	0:51.627	Thomas Hower, *Denmark*
3	0:51.761	Matthew Durrant, *Bognor Regis*
4	0:51.867	Anthony Ratnasothy, *Essex*
5	0:58.657	Stephen Hill, *Maidstone*

EXECUTIONER

1	1:22.029	Anthony Ratnasothy, *Essex*
2	1:23.611	Luke Oswin, *Leicester*
3	1:26.576	Thomas Hower, *Denmark*
4	1:27.559	Jan-Erik Spangberg, *Sweden*
5	1:28.897	Stephen Hill, *Maidstone*

Wipeout 64



UK (PAL) TIMES ONLY

KLIES BRIDGE

1	0:14.3	Thomas Dodey, *Glasgow*
2	0:16.7	Thomas Grandjean, *Switzerland*
3	0:16.9	Chris Lowe, *Tyne & Wear*
4	0:17.3	Tom Craven, *Lancashire*
5	0:17.4	Guy Nisbett, *London*

QORON IV

1	0:23.8	Thomas Dodey, *Glasgow*
2	0:27.1	Kevin Holmes
3	0:27.5	Guy Nisbett, *London*
4	0:27.7	Tom Craven, *Lancashire*
5	0:27.9	Chris Lowe, *Tyne & Wear*

SOKANA

1	0:27.9	Thomas Dodey, *Glasgow*
2	0:29.2	Guy Nisbett, *London*
3	0:30.0	Thomas Grandjean, *Switzerland*
4	0:30.9	Chris Lowe, *Tyne & Wear*
5	0:31.4	Kevin Holmes

DYRONESS

1	0:19.0	Thomas Dodey, *Glasgow*
2	0:19.6	Kevin Holmes
3	0:20.8	Chris Lowe, *Tyne & Wear*
4	0:21.0	Jan-Erik Spangberg, *Sweden*
5	0:21.8	Adam Bull, *Leeds*

MACHAON II

1	0:28.5	Thomas Dodey, *Glasgow*
2	0:32.2	Thomas Grandjean, *Switzerland*
3	0:32.6	Guy Nisbett, *London*
4	0:33.0	Kevin Holmes
5	0:33.2	Jan-Erik Spangberg, *Sweden*

TERAFUMOS

1	0:25.2	Thomas Dodey, *Glasgow*
2	0:28.0	Guy Nisbett, *London*
2	0:28.0	Kevin Holmes
4	0:28.6	Thomas Grandjean, *Switzerland*
5	0:29.2	Jan-Erik Spangberg, *Sweden*

World Driver Championship



HAWAII C

1	01:02.52	Chris Charlwood, *Bromley*
2	01:03.90	Daniel John, *via email*
3	01:05.16	Tommy Rushton, *Withington*
4	01:06.26	Chris Caufield, *Halifax*
5	01:06:32	Chris Webb, *Gloucester*

KYOTO A

1	00:40.24	Daniel John, *via email*
2	00:40.64	Chris Charlwood, *Bromley*
3	00:41.00	Tim Barrow, *Gloucester*
4	00:41.96	Andrew Whitham, *Moreton-in-Marsh*
5	00:42.08	Chris Caufield, *Halifax*

LAS VEGAS A

1	00:59.36	Daniel John, *via email*
2	01:01.16	Chris Charlwood, *Bromley*
3	01:01.56	Ben Coates, *Sutton Coldfield*
4	01:01.60	Chris Webb, *Gloucester*
5	01:03.79	Chris Caufield, *Halifax*

ROME B

1	01:13:56	Martin Bounds, *Bognor Regis*
2	01:14:23	Daniel John, *via email*
3	01:15.68	Chris Charlwood, *Bromley*
4	01:16.76	Ben Coates, *Sutton Coldfield*
5	01:18:16	Peter Robertson, *Scotland*

LISBON C

1	01:03.40	Abu Salam, *London*
2	01:03.92	Chris Charlwood, *Bromley*
3	01:06:44	Daniel John, *via email*
4	01:08.08	Chris Caufield, *Halifax*
5	01:09.32	Chris Webb, *Gloucester*

BLACK FOREST A

1	00:27.96	Chris Charlwood, *Bromley*
2	00:28.64	Ben Coates, *Sutton Coldfield*
3	00:29:04	Peter Robertson, *Scotland*
4	00:29:20	Daniel John, *via email*
5	00:29.72	Chris Webb, *Gloucester*

TOTAL TIME

1	05:31.88	Chris Charlwood, *Bromley*
2	05:47.88	Chris Webb, *Gloucester*
3	06:24:87	Alex Elder, *Surrey*
4	07:05.11	Andrew Walkley, *Penzance*
5	07:11.21	Andrew Dawson, *Leeds*

F-Zero X



UK (PAL) TIMES

SAND OCEAN

1	1'14"690	Adam Tucker, *Great Yarmouth*
2	1'15"246	Phil Hughes, *Widnes*
3	1'15"839	Matthew Flitton, *Cambridge*
4	1'16"854	Gary Carney, *Newcastle-upon-Tyne*
5	1'16"917	David Van Moer, *Belgium*

BIG BLUE

1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'31"999	Tony Dunster, *London*
4	1'32"502	David Van Moer, *Belgium*
5	1'33"343	Morten Tronstad, *Norway*

SECTOR ALPHA

1	1'22"696	Adam Tucker, *Great Yarmouth*
2	1'23"527	Phil Hughes, *Widnes*
3	1'24"497	Matthew Flitton, *Cambridge*
4	1'24"792	Morten Tronstad, *Norway*
5	1'24"830	David Van Moer, *Belgium*

DEVIL'S FOREST 2

1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'22"152	D. D. Ramone, *Carlisle*
5	1'22"591	Sam Fenwick, *Leighton Buzzard*

FIRE FIELD

1	1'14"360	Phil Hughes, *Widnes*
2	1'15"028	Adam Tucker, *Great Yarmouth*
3	1'15"183	D. D. Ramone, *Carlisle*
4	1'17"802	Gary Carney, *Newcastle-upon-Tyne*
5	1'19"908	David Van Moer, *Belgium*

RED CANYON 2

1	1'33"776	Adam Tucker, *Great Yarmouth*
2	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
3	1'34"935	Phil Hughes, *Widnes*
4	1'35"555	D. D. Ramone, *Carlisle*
5	1'39"323	Tony Dunster, *London*

SPACE PLANT

1	2'00"535	Adam Tucker, *Great Yarmouth*
2	2'01"163	Phil Hughes, *Widnes*
3	2'02"173	D. D. Ramone, *Carlisle*
4	2'05"109	Sam Fenwick, *Leighton Buzzard*
5	2'05"442	Gary Carney, *Newcastle-upon-Tyne*

PORT TOWN 2

1	1'52"832	Adam Tucker, *Great Yarmouth*
2	1'52"920	Phil Hughes, *Widnes*
3	1'53"521	Gary Carney, *Newcastle-upon-Tyne*
4	1'54"461	David Van Moer, *Belgium*
5	1'54"676	D. D. Ramone, *Carlisle*

SAND OCEAN 2

1	1'36"776	Adam Tucker, *Great Yarmouth*
2	1'37"485	Gary Carney, *Newcastle-upon-Tyne*
3	1'37"834	Tony Dunster, *London*
4	1'38"470	Phil Hughes, *Widnes*
5	1'38"635	D. D. Ramone, *Carlisle*

Diddy Kong Racing



UK (PAL) TIMES

EVERFROST PEAK

1	1'25"43	Anthony Levitt, *Swanley*
2	1'29"43	Tim Booth, *Shrewsbury*
2	1'29"43	Morten S Fausk, *Norway*
4	1'29"56	Adam Tucker, *Great Yarmouth*
5	1'31"56	Rob Inman, *Aylesbury*

FROSTY VILLAGE

1	1'18"60	Anthony Levitt, *Swanley*
2	1'19"40	Phil Hughes, *Widnes*
3	1'19"90	Daniel Carlsson, *Sweden*
4	1'22"10	Morten Tronstad, *Norway*
5	1'23"96	Adam Tucker, *Norfolk*

WHALE BAY

1	0'55"31	Phil Hughes, *Widnes*
2	0'56"51	Morten Tronstad, *Norway*
3	0'56"75	Adam Tucker, *Norfolk*
4	0'58"71	Andrew Mills, *Dundee*
5	0'59"43	Danny Dunn, *Lincolnshire*

PIRATE LAGOON

1	1'04"45	Adam Tucker, *Great Yarmouth*
2	1'04"81	Anthony Levitt, *Swanley*
3	1'05"41	Phil Hughes, *Widnes*
4	1'05"66	Morten Tronstad, *Norway*
5	1'05"73	Jan-Erik Spangberg, *Sweden*

TREASURE CAVES

1	0'47"06	Phil Hughes, *Widnes*
2	0'47"83	Rob Inman, *Aylesbury*
3	0'48"43	Adam Tucker, *Great Yarmouth*
4	0'48"61	Daniel Carlsson, *Sweden*
5	0'49"06	Richard Dunn, *Lincolnshire*

BOULDER CANYON

1	1'32"66	Phil Hughes, *Widnes*
2	1'32"96	Adam Tucker, *Great Yarmouth*
3	1'33"26	Morten Tronstad, *Norway*
4	1'33"81	Danny Dunn, *Lincolnshire*
5	1'36"40	Andrew Mills, *Dundee*

HAUNTED WOODS

1	0'50"45	Rob Inman, *Aylesbury*
2	0'51"20	Phil Hughes, *Widnes*
3	0'52"76	Anthony Levitt, *Swanley*
4	0'53"91	Adam Tucker, *Great Yarmouth*
5	0'54"06	Daniel Carlsson, *Sweden*

STAR CITY

1	1'29"53	Adam Tucker, *Great Yarmouth*
2	1'30"33	Anthony Levitt, *Swanley*
3	1'30"50	Rob Inman, *Aylesbury*
4	1'30"90	Richard Dunn, *Lincolnshire*
5	1'31"66	Jan-Erik Spangberg, *Sweden*

SPACEPORT ALPHA

1	1'40"46	Rob Inman, *Aylesbury*
2	1'40"71	Andrew Mills, *Dundee*
3	1'41"33	Phil Hughes, *Widnes*
4	1'43"10	Morten Tronstad, *Norway*
5	1'47"75	Adam Tucker, *Great Yarmouth*

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.
Pack up your bits and send them all to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

In association with 

Twenty new challenges... which league are you in?

skill club MILLENNIUM

Ah, yes, it's filling up nicely now. The 20 new Skill Club challenges that we put in place by way of celebrating the new Millennium are bringing out the best in N64 owners across the whole wide world.

There's no need to be envious of the lucky folk who've made it into the hallowed Skill Club – simply have a crack at the challenges on the opposite page, photograph or video your achievements, then send them to us with the form below (marking your envelope 'Skill Club Millennium'), and *you* could be taking your place in one of those glittering leagues.

And that's not all. As well as earning respect and admiration from your friends, you'll also receive a glossy **N64** Skill Club certificate, an **N64** pin badge, and – if you make it into Gold – a Gamester Advanced controller or a Gamester Tremor Pak with 1MB Memory Pak. What's more, ultra-rare **N64** T-Shirts are on offer for all successful Platinum Skill Clubbers. So what are you waiting for?

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the game but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the Bronze league, you could send us further proof to elevate yourself to a loftier position. Just mark your entry 'upgrade'.*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of* **N64**.
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.

skill club MILLENNIUM ENTRY FORM

Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club 2000 league. I include proof of my achievements in:

	A F-Zero X		K Zelda
	B ISS '98		L GoldenEye 007
	C Rogue Squadron		M Pilotwings
	D Super Mario 64		N Donkey Kong 64
	E Turok: Rage Wars		O Resident Evil 2
	F Lylat Wars		P Mario Golf
	G Quake II		Q Shadowman
	H Wave Race 64		R Jet Force Gemini
	I 1080°		S Smash Bros
	J Mario Kart		T World Driver

Please send my badge and certificate to:

Name ....

Address ....

....

....

....

Use a photocopy of this form if you'd rather not cut your copy of **N64** *Magazine.*

challenge A — F-Zero X



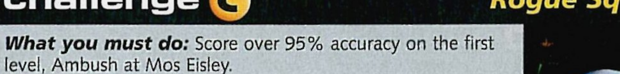
What you must do: Get a time of under 50 seconds on Death Race.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free with issue 22.

challenge B — ISS '98



What you must do: Finish all the scenarios.
Proof: A photo of two completed Scenario screens.
Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.

challenge C — Rogue Squadron



What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.
Proof: A photo of the stats screen.
Helpful tips: Tips in issue 27, or issue 31's DGG+.
(Note: Feel free to use any ships for this, including the V-Wing and Naboo fighter.)

challenge D — Super Mario 64



What you must do: Complete the game (with 120 stars, not 70) with over 2000 coins. Yup, 2000.
Proof: A photo of the records screen, showing your coin totals for every world.
Helpful tips: Issues 1-5 and there's also issue 15's DGG+.

challenge E — Turok: Rage Wars



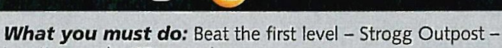


What you must do: Unlock every character in the game. It's a toughie.
Proof: A photo of the character select screen.
Helpful tips: Mark's lovely review in issue 35, and accompanying tips in **N64**/36.

challenge F — Lylat Wars

What you must do: Get 270 or more hits on the first level, Corneria.
Proof: A photo of your best score from the Ranking screen.
Helpful tips: The free poster magazine with **N64**/8, and DGG+ 2 (free with issue 13).

challenge G — Quake II



What you must do: Beat the first level – Strogg Outpost – in a time under 35 seconds.
Proof: A photo of the stats screen, which appears after you finish the level. Mint.
Helpful tips: Review in issue 32, tips in issue 33. Luvverly.

challenge H — Wave Race 64



What you must do: Beat a time of 1'34" (PAL) or 1'23" (NTSC) on the Southern Island course.
Proof: A photo of the stats screen, clearly showing your time.
Helpful tips: Plenty o' help in **N64**/2, and have a 'decko' at the DGG+ on the front of issue 14.

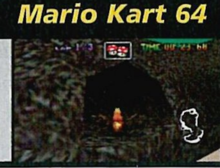
challenge I — 1080° Snowboarding





What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
Proof: A photo of the records screen.
Helpful tips: The Double Game Guide+ free with issue 22 is stacked with fruity help. Yes.

challenge J — Mario Kart 64



What you must do: Beat a time of 1'43" (PAL) or 01' 35" (NTSC) on Koopa Troopa Beach.
Proof: A picture of the records screen, showing your time.
Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

challenge K — The Legend of Zelda

What you must do: Catch the Hylian Loach (using the sinking lure).
Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.
Helpful tips: The DGG+ with issue 26 will tell you all.

challenge L — GoldenEye 007



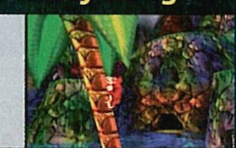
What you must do: Unlock all the cheats.
Proof: A photo of the unlocked cheats. From the, er, cheats screen.
Helpful tips: i-Spy magazine with **N64**/9, tips in **N64**/10 and 12 and the DGG+ which came with issue 12.

challenge M — Pilotwings



What you must do: Score over 3550 points in total.
Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

challenge N — Donkey Kong 64



What you must do: Grab all 201 bananas and complete 101% of the game.
Proof: A photo of the information from the pause screen.
Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.

challenge O — Resident Evil 2



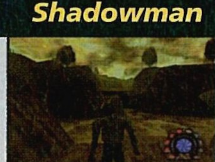
What you must do: Get an 'A' rating on Leon's main adventure.
Proof: A photo of the final screen, showing your rating.
Helpful tips: There's a full walkthrough in issue 38.

challenge P — Mario Golf



What you must do: Get all 108 Birdie Badges.
Proof: A photo of the Play Mode select screen.
Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.

challenge Q — Shadowman



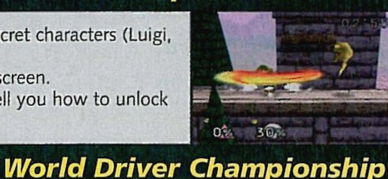
What you must do: Collect all 120 Dark Souls.
Proof: A photo of the pause screen, showing your total Dark Soul count.
Helpful tips: Tips in issue 33, plus tips book with issue 34.
(Note: There are actually around 123 Dark Souls in the game, but 120 will do.)

challenge R — Jet Force Gemini



What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
Proof: A photo of the asteroid on the map screen.
Helpful tips: Tips in issues 35/36, and Double Game Guide + free with issue 38.

challenge S — Super Smash Bros



What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
Proof: A photo of the Character Select screen.
Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.

challenge T — World Driver Championship



What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).
Proof: A photo of the unlocked car at the vehicle selection screen.
Helpful tips: Some hints adorn the tips section of issue 34.

GO! GO!



HALL OF FAME

PLATINUM Club

complete 14 challenges

- **Anthony Woods**, *Wolverhampton*
- **Matthew Hall**, *Ruislip*
- **Richard Milham**, *Wolverhampton*
- **David Cittern**, *Middlesex*
- **Andrew McGrae**, *Southport*
- **Matthew Weston**, *Nottingham*
- **Dan Masters**, *Australia*

SILVER Club

complete 7 challenges

Jamie Chambers, *Cheshire*	*A,D,E,H,K,L,P*
Mike Richards, *Westbury*	*B,G,H,L,N,R,S*
Martin Flynn, *Kent*	*D,J,R,L,M,N,R*

GOLD Club

complete 10 challenges

Gary Carney, *Newcastle-Upon-Tyne*	*A,C,D,G,K,L,O,P,R,S*
Jonathan Bird, *Suffolk*	*C,E,G,I,J,N,O,P,Q,R*
Craig Silcocks, *Trowbridge*	*B,C,D,G,H,J,L,N,R,S*
Gary Brawn, *Cheshire*	*A,D,E,G,H,I,J,K,L,P*
Ben Wells, *Suffolk*	*C,E,G,I,J,N,O,P,Q,R*

BRONZE Club

complete 3 challenges

Stefan Charles, *Dorchester*	*L,N,S*
Ben Cook, *Shoreham-by-Sea*	*D,L,R*
Chris Richards & Michael Petch, *Doncaster*	*C,K,S*
Lorenz Pasch, *London*	*B,L,P*
Damien Plumb, *Cambridge*	*L,N,P*
Jonathan Walker, *West Midlands*	*K,R,S*
Christopher Simon Davies, *Walsall*	*B,H,P*
William Clifton, *Newcastle-Upon-Tyne*	*L,Q,S*
Anders Tonsberg, *Norway*	*L,P,S*
Christopher Fennelly, *London*	*L,R,S*
Matthew Wilkins, *Malmesbury*	*A,G,K*
Matthew Sexton, *Bedford*	*C,P,S*
Scott Houston, *Co. Antrim*	*L,R,S*
Janne Kaitila, *Finland*	*D,R,S*
James McGuigan, *Co. Armagh*	*L,P,R*
Hedley Gabriel, *Essex*	*L,N,S*
James Talbot-Hammond, *Farnham*	*C,R,S*
Chris Lowe, *Tyne & Wear*	*A,L,R*
Morten Tronstad, *Norway*	*N,R,S*
Daniel McGarrigle, *Ireland*	*L,N,R*
Thomas Beesley, *Burton-On-Trent*	*C,R,S*
James Fowler, *Staffs*	*N,R,S*
Alexander Davies, *Wales*	*L,R,S*
Alex McIver, *Edinburgh*	*A,D,L,N*
Lorne Tietjen, *Woking*	*F,H,I,J*
Tara Tietjen, *Woking*	*F,H,I,J*
David Conroy, *Accrington*	*C,N,R,S*
Matthew Li Kam Wa, *Lancashire*	*C,F,L,S*
Ruben Larsen, *Norway*	*I,K,N,R*
Bent Eigil Sumelius, *Norway*	*A,B,C,H*
Sheldon Marsh, *Somerset*	*C,F,N,S*
Dylan Foale, *Devon*	*C,L,M,R*
Kasper Bruun, *Denmark*	*C,G,L,Q*
Gary Brawn, *Cheshire*	*A,D,K,L,P*
Alicia Thompson, *Sheffield*	*A,B,C,L,O*
Chris Bartlett, *Kent*	*A,D,J,L,S*
Simon Johanssen, *Sweden*	*A,E,L,N,P,R*
Richard Jenkins, *Scotland*	*B,C,H,K,L,R*
Christophe Zerathe and Thomas Grand, *London*	*I,K,L,P,R,S*
Riki Taylor, *New Zealand*	*C,I,K,N,R,S*


ALIEN
RESURRECTION

Club 64 DIRECTORY

In association with BEATTIES Models Hobbies Toys Games

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

LIES LIES LIES 64

11% 1

Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



Everyone's after you in this game, but you've got to fend them off! Simply send everyone away with half-hearted promises and outright lies, and you'll guarantee yourself minimum exposure and universal hatred. After all, no publicity is good publicity! Is that right?

TOP TIP *Incompetence is the key. Anyone who calls must be turned away. But if they utter the secret phrase known only to you, they walk away with the goods!*

NEW! *Information now includes whether a game uses a Rumble, Controller or Expansion Pak.*

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

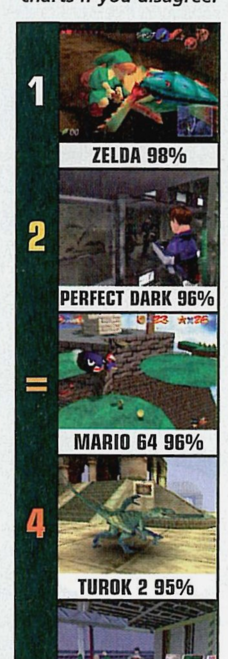
For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.



1 ZELDA 98%
2 PERFECT DARK 96%
= MARIO 64 96%
4 TUROK 2 95%
5 GOLDENEYE 94%

UK Game releases

40 WINKS
71% 3 — GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING
89% 4 — Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE
31% 1 — Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT
58% 1 — Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE
10% 0 — ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL
84% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000
68% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS
68% 3 — Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES
76% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES
67% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64
53% 2 — Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI
67% 2 — Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE
92% 5 — Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.

TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATTLETANX
74% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT
81% 4 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE
73% 3 — Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING
81% 4 — EA ● £40 ● 1-4 players ● rumble pak ● controller Pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS
76% 3 — GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Looks excellent but shallow gameplay.

BLAST CORPS
88% **5** Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS



One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BODY HARVEST
91% **5** Gremlin ● £20 ● 1 player ● rumble pak ● on cart ● Issue 22 ● TW


Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.


TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64
50% **1** Hudson/Nintendo ● £20 ● 1-4 players ● on cart ● Issue 8 ● ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO
66% **2** Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 21 ● TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE
70% **2** Ubi Soft ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2
80% **4** Acclaim ● £40 ● 1/2 players ● controller pak ● Issue 17 ● JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3
82% **4** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64
8% **0** SCi ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA
81% **4** Konami ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 27 ● JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS
75% **3** Konami ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 38 ● JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS
67% **3** Hudson ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST
70% **2** Ocean ● £40 ● 1-4 players ● on cart ● Issue 10 ● JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2
55% **1** Sunsoft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 26 ● MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY
52% **3** Kemco ● £35 ● 1-4 Players ● rumble pak ● Issue 30 ● MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK
81% **3** GT ● £50 ● 1 player ● rumble pak ● on cart ● Issue 20 ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓
24% **0** Interplay ● £20 ● 1/2 players ● on cart ● Issue 9 ● JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER
75% **3** Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● expansion pak ● Issue 32 ● TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA
24% **0** Nintendo ● £20 ● 1 player ● rumble pak ● on cart ● Issue 13 ● TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD
38% **0** Nintendo/Midway ● £20 ● 1-4 players ● rumble pak ● on cart ● Issue 20 ● TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF
72% **3** EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 40 ● TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA
67% **3** Kemco ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT
69% **1** Vic Tokai ● £20 ● 1/2 players ● on cart ● Issue 9 ● JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY
65% **3** THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING
90% **4** Nintendo/Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 10 ● JA


A massive adventure mode and three different vehicles. Not quite as good as *MK* though.


TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN
35% **1** Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 40 ● MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

DONKEY KONG 64
93% **5** Rare ● £60 (with exp pak) ● 1-4 players ● rumble pak ● expansion pak ● Issue 36 ● MG

It's *Banjo-Kazooie+*, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64
77% **2** GT ● £25 ● 1 player ● controller pak ● Issue 7 ● JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES
50% **0** Bitwave/Hudson ● £30 ● 1/2 players ● controller pak ● Issue 17 ● MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

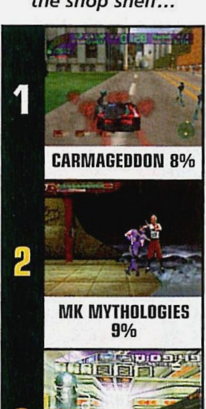
DUKE NUKEM 64
85% **4** GT ● £25 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW



A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.


TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

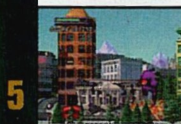
WRETCHED
The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...


1 CARMAGEDDON 8%

2 MK MYTHOLOGIES 9%


3 AERO GAUGE 10%


4 SUPERMAN 14%

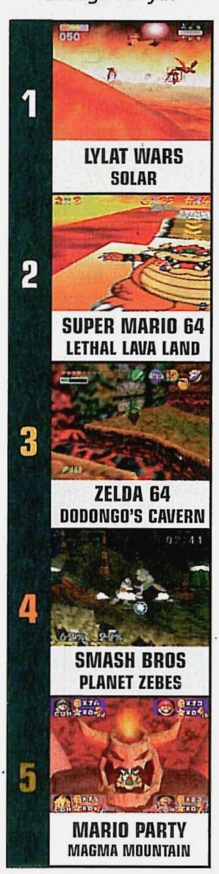

5 RAMPAGE 2 22% GEX: DEEP COVER GECKO 22%



GO! GO!

WINNER!

Here's Louis Constant of Kent's prize-winning chart of sweat-drippingly warm lava levels. Hot enough for ya?



DUKE NUKEM: ZERO HOUR

90% 4 GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG




A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D

68% 3 Virgin ● £40 ● 1 players controller pak ● rumble pak Issue 35 ● JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION

80% 3 Acclaim ● £40 ● 1-4 players controller pak ● rumble pak ● expansion pak ● Issue 39 ● MG

Fun rasslin', rubbish licence, dull characters.

EXCITEBIKE 64

90% 5 Nintendo ● £45 ● 1-4 players controller ● pak rumble pak ● Issue 43 ● MG




Tip-top motorcross action, with sublime handling that takes a leaf from *Wave Race*'s book.

TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G

87% 2 Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)

85% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 POLE POSITION

71% 1 Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP

93% 5 Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2

72% 3 Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

There's not enough new here.

FIFA 64

39% 0 EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

Like a rash. Only not as enjoyable.

FIFA '98

83% 2 EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

There's promise here. Not perfect, but better.

FIFA '99

83% 4 EA ● £40 ● 1-4 players ● controller pak ● rumble pak Issue 26 ● TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY

86% 4 Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE

26% 1 Crave ● £40 ● 1/2 players rumble pak ● controller pak ● Issue 37 ● MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON

73% 2 Interplay ● £40 ● 1/2 players controller pak ● rumble pak Issue 27 ● TW

Fairly enjoyable but instantly forgettable.

FORSAKEN

87% 4 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK




A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP




The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!

47% 1 Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS

81% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 Crave ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 GT ● £50 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 Hasbro ● £50 ● 1 player ● rumble pak ● on cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% 3 Konami ● £40 ● 1/2 player ● rumble pak ● on cart ● Issue 29 ● JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW



Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67% 1 Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HEXEN

69% 1 Midway ● £30 ● 1-4 players ● controller pak ● Issue 5 ● JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 3 Konami ● £50 ● 1 player ● controller pak ● Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3 EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.



HYBRID HEAVEN
83% 4 Konami ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER
84% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 39 ● JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS
56% 1 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64
67% 3 Take 2 ● £40 ● 1 player ● rumble pak ● on cart ● Issue 34 ● JB

A comprehensive package of all things angling.

INTERNATIONAL TRACK & FIELD 2000
86% 4 Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● JB



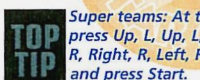

Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.


TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 64
92% 4 Konami ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 41 ● JB



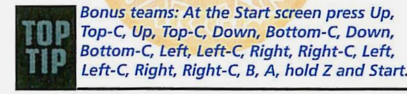

An almost flawless game which could only have been bettered with the addition of real teams.


TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98
92% 5 Konami ● £40 ● 1-4 players ● controller pak ● Issue 20 ● MK




Enhanced and updated and now more than ever, the finest football game in the world.


TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS
53% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI
93% 5 Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 34 ● MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT
62% 2 Nintendo/Rare ● £20 ● 1/2 players ● controller pak ● Issue 3 ● MH

Great in its time but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KNOCKOUT KINGS 2000
82% 3 EA ● £30 ● 1/2 players ● controller pak ● rumble pak ● Issue 35 ● TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE
42% 2 Nintendo ● £30 ● 1/4 players ● on Cart ● rumble pak ● Issue 24 ● JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA
98% 5 Nintendo ● £50 ● 1 player ● rumble pak ● on cart ● Issue 24 ● JB




Simply the greatest game ever created. Utterly amazing. If you get just one game, it *must* be this.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LEGO RACERS
70% 3 Lego Media ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D
70% 3 Infogrames ● £40 ● 1 player ● on cart ● rumble pak ● Issue 29 ● JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS
91% 5 Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN




Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE
81% 3 GT ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64
92% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT




The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL 99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99
88% 5 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK




This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE
51% 2 Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF
90% 5 Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● GB pak ● Issue 34 ● MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64
91% 5 Nintendo ● £30 ● 1-4 players controller pak ● on cart ● Issue 4 ● JD



A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY
85% 4 Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● Issue 27 ● JN

Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: Complete all boards, earn 100 stars and visit the bank.*

MARIO PARTY 2
87% 4 Nintendo ● £45 ● 1-4 players rumble pak ● on cart ● Issue 42 ● MG

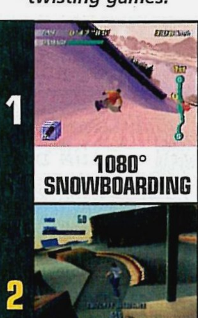


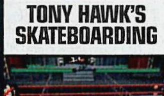

Not much fun on your own, but find three friends and your in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

FINGER BUSTING!

Andrew Woodruff of Cambridge's digits recovered in time for him to tap out his five favourite finger twisting games.


1 1080° SNOWBOARDING


2 TONY HAWK'S SKATEBOARDING


3 WWF ATTITUDE

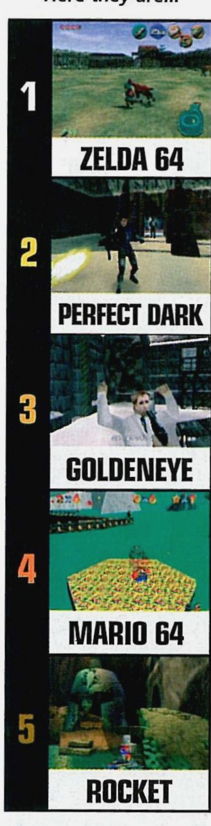

4 WWF WRESTLEMANIA 2000


5 MORTAL KOMBAT 4

GO! GO!

ALAN'S CHOICE

He's barely been here five minutes, and Alan's already bending our ears with stories of his fave N64 games. Here they are...



MICHAEL OWEN'S WLS 2000
84% 4
THQ • £45 • 1-4 players • rumble pak • controller pak • Issue 33 • MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICRO MACHINES 64 TURBO
86% 4
Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB



Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES
38% 0
Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS
90% 4
Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE
75% 3
Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES
9% 0
GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX
87% 4
Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • Issue 27 • JB




Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS
66% 2
Take 2 • £40 • 1/2 players • rumble pak • Issue 33 • JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4
84% 4
GT • £45 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY
34% 1
GT • £40 • 1/2 players • rumble pak • controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP
71% 2
Ocean/Imagineer • £30 • 1/2 players • controller pak • Issue 8 • JD

The conversion job has done it no favours.

MYSTICAL NINJA
90% 4
Konami • £50 • 1 player • controller pak • Issue 14 • TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS
32% 1
Konami • £45 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99
59% 1
EA • £40 • 1/2 players • rumble pak • controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE
90% 4
Nintendo • £20 • 1-4 players • rumble pak • controller pak • on cart • Issue 18 • MK



Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME
52% 1
GT • £25 • 1-4 players • on cart • Issue 6 • JS

Two-on-two basketball gets very boring.

NBA JAM '99
83% 3
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000
80% 4
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 37 • MK

Smooth passing and a top create-a-player.

NBA LIVE '99
64% 2
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

The poor man's basketball game.

NBA LIVE 2000
65% 3
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 38 • MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98
71% 2
Konami • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JP

An enjoyable multiplayer and lots of options.

NHL PRO '99
52% 2
Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above average slice of ice-based hockey.

NBA PRO '99
52% 2
Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

Painfully average.

NFL BLITZ
87% 4
GT • £45 • 1/2 players • rumble pak • controller pak • Issue 22 • MK




Arcade-style American football. Fast play with plenty of scraps and a customisable Editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98
86% 3
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT



It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99
90% 5
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK




Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000
60% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MK

Duff update. Stick with last year's version.

NHL '99
74% 4
EA • £50 • 1-4 players • rumble pak • controller pak • Issue 22 • JP

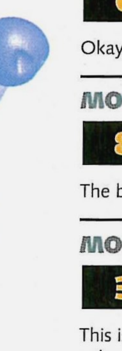
Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY
62% 2
Acclaim • £40 • 1-4 players • rumble pak • on cart • Issue 14 • DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99
64% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Mildly diverting hockey sim: can't touch *Gretzky*.



NUCLEAR STRIKE
82% 4 THQ ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 39 ● MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY
60% 1 GT ● £25 ● 1-4 players ● controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK
83% 4 Virgin ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 41 ● MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY
62% 2 Midway ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS
58% 2 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK
96% 5 Rare ● £50 ● 1-4 players ● rumble pak ● controller pak ● on cart ● expansion pak ● transfer pak ● Issue 42 ● MK



Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

PGA EUROPEAN TOUR GOLF
80% 4 Infogrames ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 38 ● MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64
89% 5 Nintendo ● £20 ● 1 player ● on cart ● Issue 1 ● TW



A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.


TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON STADIUM
90% 5 Nintendo ● £50 ● 1-4 players ● rumble pak ● on cart ● includes transfer pak ● Issue 41 ● MG



Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.


TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

PREMIER MANAGER 64
82% 4 Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64
79% 3 GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II
90% 4 Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● MG


The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX
87% 4 Take 2 ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 35 ● TW



Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!


TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS
80% 4 Konami ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR
54% 1 GT ● £45 ● 1-3 players ● controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR
22% 0 Midway ● £40 ● 1-3 players ● rumble pak ● controller pak ● Issue 29 ● MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK
70% 3 Mindscape ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2
73% 3 Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE
81% 3 Midway ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2
90% 4 Virgin ● £40 ● 1 player ● rumble pak ● expansion pak ● Issue 36 ● MG



Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT
73% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● MG

Better-than-average.

RIDGE RACER 64
91% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 40 ● MG

Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6000 and 7000 for a speed start.*

ROAD RASH 64
68% 3 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Solid, entertaining but unspectacular.

ROADSTERS
80% 4 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Not perfect, but quick. Great.

ROBOTRON 64
75% 2 GT ● £50 ● 1/2 players ● controller pak ● Issue 12 ● JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS
88% 4 Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● JB


The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

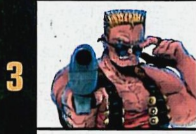
GUN CONTROL

Luke Jaspar from Brighton has chosen his top five gunslingers. Trigger-happy troublemakers, the lot of 'em.

1 
JOANNA DARK

2 

JAMES BOND

3 
DUKE NUKEM

4 
JOSHUA FIRESEED

5 
JEAN-LUC COUGAR

GO! GO!

MAJOR PLOT

Sitting comfortably? Then here's Graham Unwin of Edinburgh's favourite five storylines in games. Super Mario 64...?



ROGUE SQUADRON

85% 4 — Lucas Arts ● £50 ● 1 player ● cart ● rumble pak ● expansion pak ● Issue 25 ● TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives. An infinite amount!*

RUGRATS TREASURE HUNT

48% 1 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA

73% 4 — GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% 3 — GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

SCARS

79% 3 — Ubi Soft ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64

43% 2 — Kemco ● £40 ● 1 player ● rumble pak controller pak ● Issue 31 ● JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% 5 — Acclaim ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● JB




Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

78% 3 — Nintendo/LucasArts ● £40 ● 1 player ● on cart ● Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY

91% 5 — Take 2 ● £50 ● 1 player ● on cart ● Issue 22 ● MK



The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS

86% 4 — Nintendo/Atlus ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*



SOUTH PARK

73% 3 — Acclaim ● £40 ● 1-4 players rumble pak ● controller pak ● expansion pak ● Issue 25 ● JA

Monotonous and basic first-person shooter.

SOUTH PARK: CHEF'S LUV SHACK

83% 4 — Acclaim ● £40 ● 1-4 players rumble pak ● controller pak ● Issue 36 ● TW

Genuinely amusing *Mario Party* rip-off.

SOUTH PARK RALLY

88% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● MG




Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER

68% 2 — Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 22 ● JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: RACER

88% 5 — Nintendo ● £50 ● 1/2 players rumble pak ● on cart ● expansion pak ● Issue 30 ● MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000

76% 3 — EA ● £40 ● 1/2 players rumble pak ● controller pak ● Issue 39 ● JB

More-than-passable bike sim.

SUPERMAN

14% 0 — Titus ● £40 ● 1-4 players rumble pak ● controller pak ● Issue 31 ● TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5 — Nintendo ● £50 ● 1 player ● on cart ● Issue 1 ● ZN

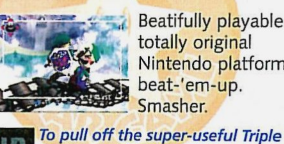


Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak Issue 36 ● MG

Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS

27% 1 — Infogrames ● £40 ● 1 player ● on cart ● Issue 43 ● AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE

69% 3 — Nintendo ● £20 ● 1/2 players ● controller pak ● Issue 13 ● SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● Issue 33 ● MK




At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.

TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*



TONIC TROUBLE

55% 2 — Ubi Soft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 33 ● MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING

86% 4 — Activision ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● MK




Very playable skateboard sim with the emphasis on tremendous stuntwork.

TOP TIP *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

TOP GEAR OVERDRIVE

79% 3 — Nintendo ● £45 ● 1/4 players ● rumble pak ● expansion pak ● on cart ● Issue 24 ● TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY

86% 4 — Nintendo/Boss ● £40 ● 1/2 players ● controller pak ● Issue 8 ● JD



Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.

TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.* • *Double Game Guided on N64/18.*



TOP GEAR RALLY 2

90% 5 Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • JB



Brilliant rally game with arcade handling. There's even a random track generator.


TOP TIP *Stick with your chosen team for as long as possible to get the best possible upgrades.*

TOY STORY 2

71% 3 Activision • £40 • 1 player • rumble pak • controller pak • Issue 39 • TW

Surprisingly good 3D platformer, with fun levels and sturdy levels.

TUROK DINOSAUR HUNTER

91% 4 Acclaim • £30 • 1 player • controller pak • Issue 1 • TW



Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!


TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2 SEEDS OF EVIL

95% 5 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW



A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK: RAGE WARS

87% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG



The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8

74% 3 Activision • £40 • 1/4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE

69% 3 Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • JB

Polished-looking but ultimately tedious update of last year's original.

VIRTUAL POOL 64

77% 4 Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

V-RALLY 99

90% 5 Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 1 Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% 0 GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% 5 Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN



Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.


TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% 3 GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 3 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MG

EA's first WCW game is lightning quick , but disappointingly lacking in moves.

WCW/NWO REVENGE

75% 3 THQ • £50 • 1-4 players • rumble pak • on cart • Issue 22 • MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 THQ • £50 • 1-4 players • rumble pak • controller pak • Issue 12 • TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 Ocean • £30 • 1/2 players • controller pak • Issue 15 • JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% 5 Midway • £45 • 1-4 players • rumble pak • on cart • Issue 23 • TW



The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.


TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WORLD CUP '98

73% 2 EA • £40 • 1/4 players • Controller pak • Issue 16 • JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

BROTHERLY LOVE

In a tear-jerking display of affection between siblings, Chris Andrew of Newbury gives us 'the top five games my sister likes'. Aaaah.



GO! GO!

Club 64 DIRECTORY readers top five

cut out and send

WIN!

An N64 game of your choice!

The reader with the best, and most original chart, wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 1BW.

REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

My Top Five...
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name..

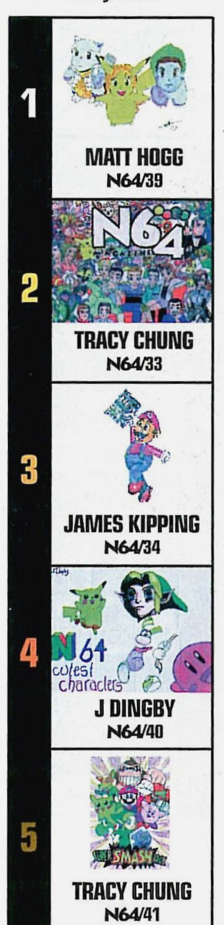
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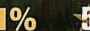
Game wanted...................................

ART ATTACK

*Richard Willis of Cornwall has been paying close attention to the **N64** Board, and chosen his favourite artworks of the last few months. Masterpieces, every one.*



1. MATT HOGG N64/39
2. TRACY CHUNG N64/33
3. JAMES KIPPING N64/34
4. J DINGBY N64/40
5. TRACY CHUNG N64/41



WORLD DRIVER

91% 5 — Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 32 ● JB





It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See **N64**/34 for more.*

WORMS ARMAGEDDON

85% 4 — Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK



A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE

88% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG



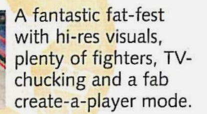
The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.

TOP TIP *For extra costumes in create-a-player, win WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

WWF WARZONE

85% 4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK







A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.*

WWF WRESTLEMANIA 2000

90% 5 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH





The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% 4 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY

86% 5 — Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW







Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

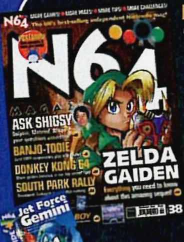
TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

Import releases
(not yet released in UK)

Game	Details	Score	Stars
64 O-SUMO	Bottom Up ● 1/2 players ● Issue 11 ● ME	90%	4
AIR BOARDER 64	Human ● 1/2 players ● Issue 16 ● TW	62%	2
AUGUSTA MASTERS '98	T&E Soft ● 1-4 players ● Issue 14 ● JP	40%	1
BANGAIO	Treasure ● 1 player ● Issue 36 ● MK	84%	4
BOMBERMAN D-DAMAN	Hudson ● 1 player ● Issue 20 ● JP	23%	0
BOTTOM OF THE NINTH	Konami ● 1/2 players ● Issue 30 ● TW	44%	2
CHORO Q 64	Takara ● 1-4 players ● Issue 20 ● MK	56%	1
CUSTOM ROBO	Marigul ● 1/2 players ● Issue 41 ● JB	83%	4
DENRYU IRA IRA BOU	Hudson ● 1/2 players ● Issue 12 ● JN	65%	2
DEZAEMON 3D	Athena ● 1-4 players ● Issue 19 ● MK	82%	4
DORAEMON	Epoch ● 1 player ● Issue 2 ● TW	60%	1
DORAEMON 2	Epoch ● 1 player ● Issue 26 ● JB	52%	2
F-CUP MANIAX	Imagineer ● 1/2 players ● Issue 34 ● JB	85%	5
FAMISTA 64	Namco ● 1-4 players ● Issue 11 ● TW	68%	1
FOX COLLEGE HOOPS	Fox Interactive ● 1/2 players ● Issue 26 ● TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson ● 1 player ● Issue 26 ● TW	??%	2
GLORY OF ST. ANDREWS	Seta ● 1-4 players ● Issue 1 ● TW	58%	0
GOLDEN NUGGET	EA ● 1-4 players ● Issue 26 ● TW	52%	2
HARVEST MOON 64	Natsume ● 1 player ● Issue 39 ● MK	90%	5
JANGOU SIM MAH JONG 64	Video System ● 1 player ● Issue 7 ● JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer ● 1-4 players ● Issue 8 ● TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson ● 1/2 players ● Issue 10 ● TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami ● 1-4 players ● Issue 1 ● TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami ● 1-4 players ● Issue 32 ● TW	90%	5
JEOPARDY!	Take 2 ● 1-3 players ● Issue 16 ● MK	9%	0
JIKKYOU WORLD CUP '98	Konami ● 1-4 players ● Issue 18 ● TW	91%	4
KING OF PRO BASEBALL	Imagineer ● 1-4 players ● Issue 1 ● TW	68%	1
KIRATTO KAIKETSU	Imagineer ● 1-4 players ● Issue 25 ● TW	60%	2
KIRBY 64	Nintendo ● 1-4 players ● Issue 43 ● MG	72%	3
LAST LEGION UX	Hudson ● 1/2 players ● Issue 32 ● MK	60%	3
LEGEND OF THE RIVER KING	Natsume ● 1 player ● Issue 26 ● JB	56%	3
LET'S SMASH	Hudson ● 1-4 players ● Issue 23 ● TW	67%	3
MAH JONG 64	Koei ● 1-4 players ● Issue 3 ● JD	65%	1
MAH JONG MASTER	Konami ● 1-4 players ● Issue 1 ● WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo ● 1-4 players ● Issue 18 ● MK	74%	4
MAJORA'S MASK	Nintendo ● 1 player ● Issue 43 ● MG	95%	5
NEON GENESIS EVANGELION	Bandai ● 1 player ● Issue 35 ● JB	61%	3
NIGHTMARE CREATURES	Activision ● 1 player ● Issue 25 ● MK	57%	1
OGRE BATTLE 3	Quest ● 1 player ● Issue 34 ● MG	61%	3
PACHINKO WORLD 64	Hewia ● 1 player ● Issue 13 ● TW	12%	1
PIKACHU GENKI DECHU	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POKÉMON SNAP	Nintendo ● 1 player ● Issue 29 ● MG	80%	4
POKÉMON STADIUM 2	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POWER LEAGUE 64	Hudson ● 1/2 players ● Issue 7 ● JA	42%	0
POWER PRO BASEBALL 4	Konami ● 1/2 players ● Issue 3 ● TW	54%	2
POWER PRO BASEBALL 5	Konami ● 1/2 players ● Issue 17 ● MK	78%	3
PUYO PUYO SUN 64	Compile ● 1/2 players ● Issue 10 ● ZN	80%	3
PIKACHU GENKI DECHU	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
SIM CITY 2000	Imagineer ● 1 player ● Issue 13 ● JP	83%	3
SNOWBOARD KIDS 2	Atlus ● 1-4 players ● Issue 28 ● JA	80%	4
SNOW SPEEDER	Imagineer ● 1/2 players ● Issue 26 ● JA	71%	3
STAR SOLDIER	Hudson ● 1 player ● Issue 19 ● MK	62%	1
SUPER BOWLING	Athena ● 1-4 players ● Issue 30 ● MG	72%	4
SUPER ROBOT SPIRITS	Banpresto ● 1/2 players ● Issue 20 ● MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami ● 1-4 players ● Issue 15 ● TW	78%	4
TAMAGOTCHI WORLD 64	Bandai ● 1-4 players ● Issue 12 ● JN	79%	4
TETRIS 64	Seta ● 1-4 players ● Issue 26 ● JA	42%	1
TOKON ROAD	Hudson ● 1-4 players ● Issue 12 ● DM	49%	1
TRIPLE PLAY 2000	EA ● 1-4 players ● Issue 29 ● MG	50%	2
TRUMP WORLD	Bottom Up ● 1-4 players ● Issue 21 ● MG	21%	1
VIRTUAL CHESS	Titus ● 1/2 players ● Issue 18 ● TW	76%	3
WCW NITRO	THQ ● 1-4 players ● Issue 27 ● JP	42%	1
WHEEL OF FORTUNE	Gametek ● 1-3 players ● Issue 11 ● TW	17%	0
WONDER PROJECT J2	Enix ● 1 player ● Issue 1 ● WO	55%	2

N64 BACK ISSUES





ISSUE 38 The Zelda Gaiden Edition

Everything you could possibly want to know about the sequel to the Best Game Ever™. Plus reviews of *South Park Rally* and *Top Gear Rally 2*. If you're stuck, check out our *Resident Evil 2* guide and tips for *Worms Armageddon* and *Turok: Rage Wars*.
● Blast your way through *JFG* and learn every move in *Smash Bros* with this month's DGG+.



ISSUE 39 The Perfect Dark Edition

Eight pages of stunning *PD* shots and everything you could want to know about how the game plays. Also first ever pics of *Resident Evil Zero* and *Turok 3*. Reviews of *ECW Hardcore Revolution* and *Toy Story 2* plus playing guides for *South Park Rally* and *WWF Wrestlemania 2000*!
● An expert trainers guide for both *Pokémon Red* and *Blue*.



ISSUE 40 The Ridge Racer Edition

A massive eight-page review of the N64's finest racer yet, plus amazing new *PD* shots and a closer look at *Turok 3*. We uncover the latest Dolphin buzz and give the 64DD a good going over, plus multiplayer tactics for *DK64* and guides for *ECW* and *Toy Story 2*.
● Free double-sided poster and *Resi 2* and *South Park Rally* DGG+.



ISSUE 41 The Pokémon Stadium Edition

Everything you want to know about Ninty's first N64 Pokégame stuffed into a bulging 12-page feature. Plus reviews of stealth-fest *WinBack*, the finger-blistering *Track & Field* and *Daikatana*. Not to mention the first screen shots of *The World is Not Enough*.
● Free Ultimate Pokémon Finder and N64 Games Challenge Book.



ISSUE 42 The Perfect Dark Edition

After months of waiting it's finally here and our massive 16-page review tells you all you need to know. Plus an in-depth look at *Turok 3* and the latest *The World is Not Enough* shots. Guides this issue for rad 'boarder *Tony Hawk's* and stealth-'em-up *WinBack*!
● *Pokémon Stadium* expert battle game guide! Unmissable!

ISSUE 43 The Majora's Mask Edition

The sequel to the Best Game Ever™ arrives in Japan and we discover whether it lives up to the reputation of its predecessor. Plus all the latest news from the E3 games show, tips for *Pokémon Stadium* and first shots of Rare's epic, *Dino Planet*!
● Dress your N64 in style with our exclusive *Perfect Dark* console sticker!

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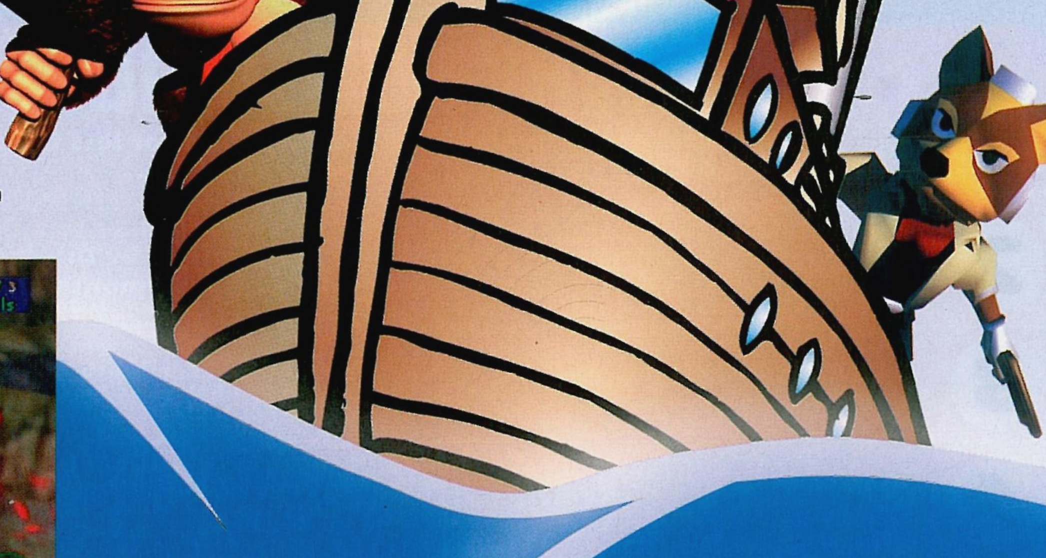
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MIND YOUR LANGUAGE

The adventures of N64 games which set sail for a trip around the world...

By Mark Green



You've probably glimpsed the 'English, Francais or Deutsch?' menu that pops up the first time you power up an N64 cartridge. What you probably didn't know is just how much work goes into ensuring that the whole world gets to play, enjoy and – above all – *understand* the world's best games.

It isn't just a matter of translating text. Export a game out of Japan into America, Europe and Australia, and you hit a minefield of different laws, customs and cultures that can often demand wide-ranging changes to a cartridge. Entire teams are employed to ensure that Sweden understands Link's entire quest, or Germany doesn't slap a ban on *GoldenEye* – but the localisation processes are still fraught with innumerable dangers. Read on to find out why...



Thanks to restrictive German law, there's not a drop of blood in their version of Carmageddon.

ALL AROUND THE WORLD

The folk at Babel Media explain the obstacles N64 games face as they travel the planet.

Who are Babel Media?

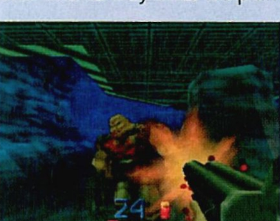
Based on the sunny south coast, Babel are a 'multi-lingual testing facility' – they play through games in a multitude of foreign tongues and check for lingual errors, as well as bugs, glitches and crashes. Their Nintendo roster includes *Glover*, *Carmageddon 64*, *Pong* on the Game Boy, and a host of Pokémon titles.

VIOLENCE

SCi's dreadful *Carmageddon 64* caused heaps of trouble for Babel. "The English version of the PC original was banned in Germany," explains Dorothea Muetzel from Babel. "So, the first thing we did was change the pedestrians into zombies. The German distributors weren't happy with that, so we went back again and turned the zombies into dinosaurs – with green blood!" The logic went that dinosaurs, being extinct, couldn't actually be 'killed'. For *Carmageddon's* sequel – which could well find its way onto Dolphin – the mutant humans that wander the streets have been morphed into 'aliens from outer space' to placate worried Germans.



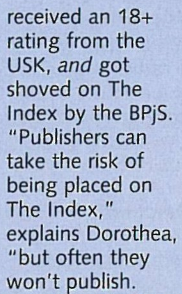
△ ***Zombies abound in Germany's Carmageddon. Still rubbish.***



△ ***After Quake II, expect a PD ban in Germany.***

AGE RATINGS

Germany's double-pronged rating system can stop a seemingly harmless Nintendo game in its tracks. The ratings of the USK – the equivalent of ELSPA's age guides here – combine with the government's BPjS organisation, which aims to protect kids from harmful publications. Any dodgy books, videos or games are put on 'The Index', meaning they can only be advertised and sold to over-18s. So, *Quake II*



received an 18+ rating from the USK, *and* got shoved on The Index by the BPjS. "Publishers can take the risk of being placed on The Index," explains Dorothea, "but often they won't publish. Activision decided not to bring *Return to Castle Wolfenstein* to Germany after the SNES prequel was confiscated by the government."



△ ***Youngsters can't play Quake II in Germany.***

NAKED FLESH

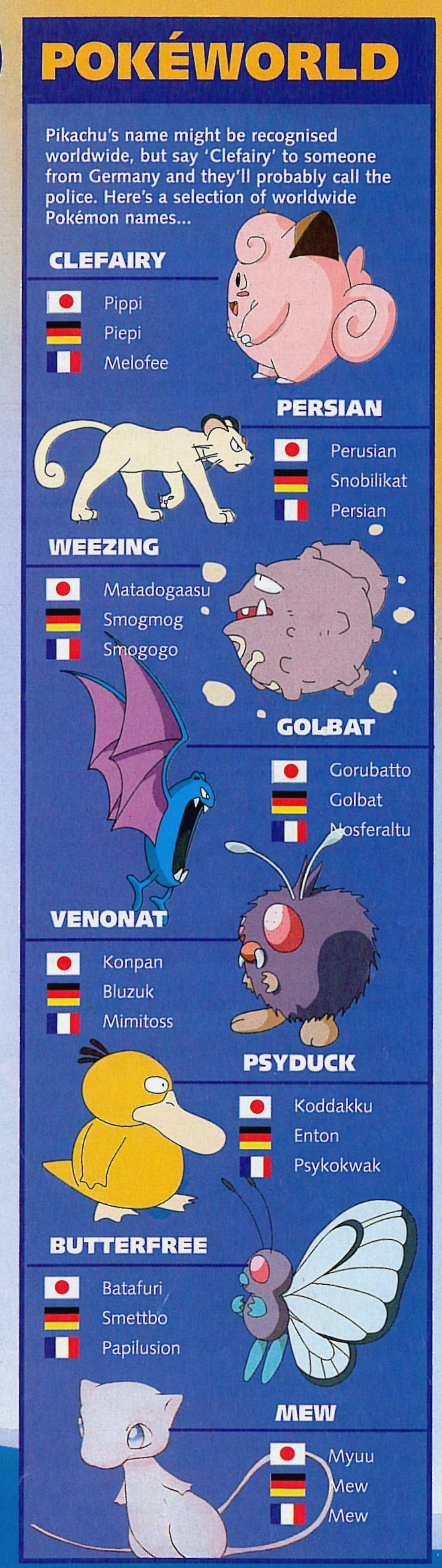
Camillo Beretta, Babel's Italian specialist, explains that an agonising rewrite is often needed after a game's been tested "to make sure there are no problems with worldwide rating authorities". France's liberal stance on naked ladies led to a character in a popular third-person adventure game being confronted by a women with her birthday suit on. "The publisher decided not to take the risk in the UK," says Camillo, and the graphic artist for the game was drafted in to spray-paint the texture of a bra onto "the intimate bits of the girl," as a blushing Camillo puts it.

MEDIA FURORES

"I wouldn't feel comfortable stating that our clients intentionally provoke the press by adding controversial elements to their games," says Camillo. "Certainly, SCi's *Carmageddon* received plenty of publicity for the 'splat the pedestrians'



△ ***The frantic offices of Babel Media. How many Pokémon can you spot in this photograph?***



POKÉWORLD

Pikachu's name might be recognised worldwide, but say 'Clefairy' to someone from Germany and they'll probably call the police. Here's a selection of worldwide Pokémon names...

CLEFAIRY
- Japan: Pippi
- Germany: Piepi
- France: Melofee

PERSIAN
- Japan: Perusian
- Germany: Snobilikat
- France: Persian

WEEZING
- Japan: Matadogaasu
- Germany: Smogmog
- France: Smogogo

GOLBAT
- Japan: Gorubatto
- Germany: Golbat
- France: Nosferaltu

VENONAT
- Japan: Konpan
- Germany: Bluzuk
- France: Mimitoss

PSYDUCK
- Japan: Koddakku
- Germany: Enton
- France: Psykokwak

BUTTERFREE
- Japan: Batafuri
- Germany: Smettbo
- France: Papilusion

MEW
- Japan: Myuu
- Germany: Mew
- France: Mew







We need to ensure that the text found on the cards in the game is identical to what you find on the real-life Trading Cards.

concept." Additionally, many publishers grab some free publicity by offering games to the German market, knowing they'll be ripped from the shelves shortly after. SNES *Cannon Fodder* – reviewed on Game Boy Color next month – featured an intro with a theme song entitled "War has never been so much fun", unsurprisingly prompting a media uproar. "The song itself was quite good," remembers Camillo.

AVOIDING PRISON

As well as voluntary age ratings, publishers can also get into trouble with the law. "We worked on an historical flight simulator a couple of years ago," recalls Camillo. "After a long and troublesome testing period, we were a hair's breadth away from sending it to the shops, when we suddenly noticed the swastika on the back of one of the aeroplanes. Since showing this symbol is strictly forbidden by German law, this would have guaranteed the game an outright ban." Babel contacted the developer and rushed in a graphic artist to change the swastika to a harmless Celtic cross throughout the game. "A real nightmare," admits Camillo.

△ Could Babel Media be working on this Game Boy beauty?

EXPLOITING LAWS

Despite Germany's prohibitive stance, clever publishers can exploit the snail-like pace of the authorities – as in the case of a recent Japanese horror-adventure title that Babel couldn't name (but think zombies). "The publisher decided to put their game onto the German market," recalls Dorothea, "knowing full well that, thanks to its violent content, it'd be banished to The Index. But they realised that the BPjS takes a good couple of weeks to make a decision – by which time, most of the people who wanted the game would already have tracked it down and bought it." Sneaky stuff.



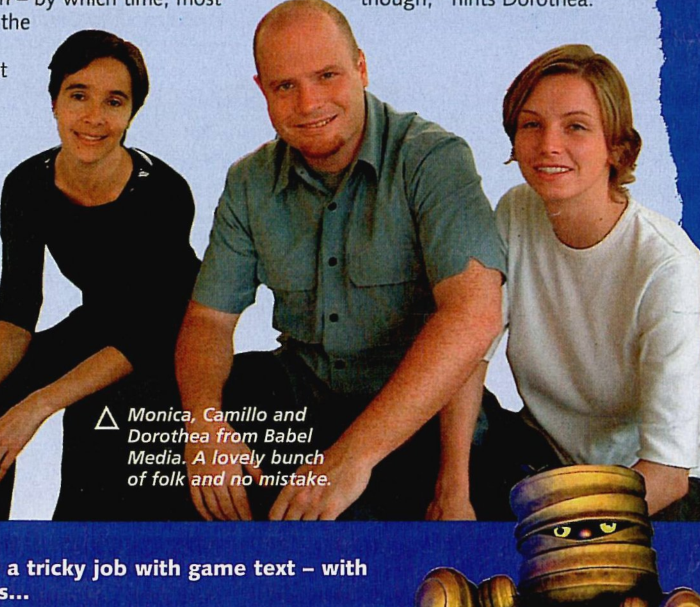
△ Even zombies can upset the world's authorities, although N64 *Resi 2* has escaped unscathed.

PLAYING WITH PIKA

Babel's job isn't all about turning red blood to green or covering up naked flesh. "We're currently working on a forthcoming videogame version of Pokémon," says Dorothea. "For that, we need to ensure that the text found on the cards in the game is identical to what you'll find on the real-life Trading Cards." Because many of the Pokémon Trading Cards available in America haven't landed in Europe yet, Babel also has to make sure that players aren't confused by unfamiliar cards popping up in their digital packs. "Some of those American cards might appear as secrets in the last level, though," hints Dorothea.



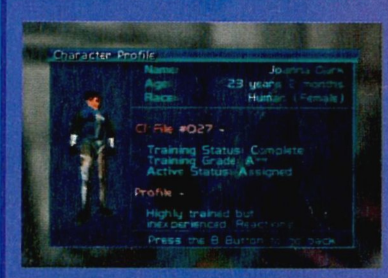
△ When dealing with Germans, it's best not to mention war, as Babel found.



△ Monica, Camillo and Dorothea from Babel Media. A lovely bunch of folk and no mistake.

YOU WHAT?

Translators often have a tricky job with game text – with hilarious consequences...



Back Problems

The button that takes you 'back' on a game's menu – such as *Perfect Dark*'s here – is often translated into the word that refers to the body part. "This is a fairly common one," explains Camillo, "because translators simply have a list of words, without any context."

Help!

In an Italian version of a game's Helpline instructions, the word 'Service' had been translated into 'Sevizio' – which means 'torture'. The translated text also informed game owners that 'someone will call you between 9am and 5pm every day Monday to Friday.'

Jerry Merriment

"We tested a historical flight sim," recalls Camillo, "where the translators hadn't realised that 'Jerry' was a nickname for the enemy in WWII. They translated it as an actual person." Babel saw off the threat of scores of confused players ringing helplines to ask who Jerry was.



God Botherer

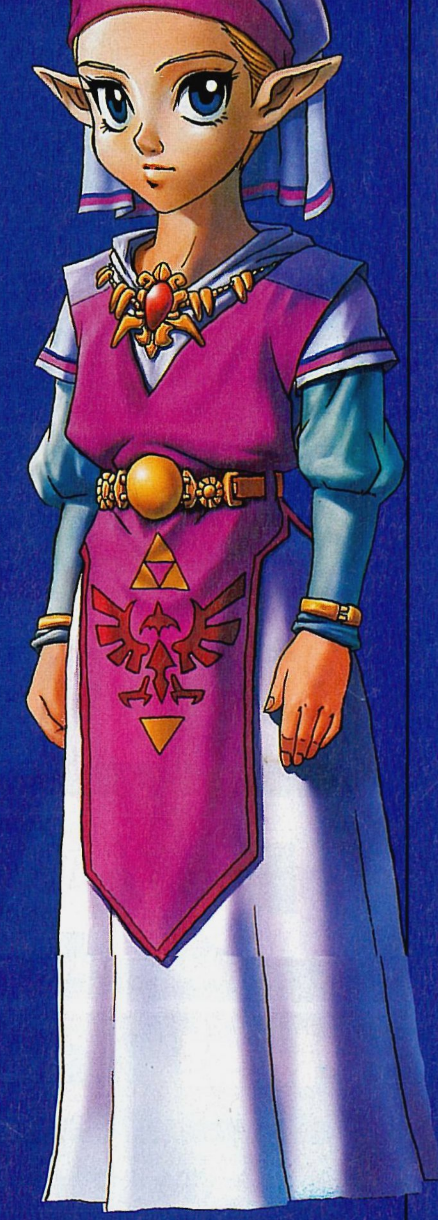
A set of instructions to a game finished with 'Thank you and God speed." The Italian translation read "Che il Dio della velocità sia con voi e vi protegga" – which means "May the God of Speed be with you and protect you."

Ball Control

Glover posed a unique problem. "It featured the phrase 'bring your ball back'," explains Camillo, "but it had been pluralised in Italian." 'Riporta le palle' – used 'balls' instead of 'ball', giving it an entirely different meaning...

TURNING JAPANESE

Nintendo of America's Dan Owsen is the man who's translated almost all of Link's adventures on the N64, SNES and Game Boy into English. We tracked him down and probed him about Nintendo, Shigsy and *Majora's Mask*.



Q You've translated all but two of the *Zelda* games. Isn't it disappointing to find out the stories in advance?
Absolutely! I haven't played a Zelda game 'normally' since Zelda II: The Adventure Of Link on the NES. Believe it or not, I'm hoping someone else translates Majora's Mask so I can enjoy it the way everyone else does.



Dan's the man to thank for *Zelda IV*'s flawless translation.

Translating even simple phrases like this is a struggle.

Q You've worked with Shigsy a great deal. What's he like?
He's a creative genius, on a par with any modern artist. He really cares that he should give people maximum enjoyment for their money, and he pays real attention to the 'feel' of a game – every movement of his characters is finely tuned to perfection. Plus, he's just a very nice guy! He took great care of me during my stays in Japan, even taking me out sightseeing a few times.



Shigsy is a creative genius, on a par with any modern artist. He really cares that he should give people maximum enjoyment for their money.

Q So, how's your Japanese, then?
Not too good – I only studied it at college for a year – so I work with a translator. For the past couple of games I've worked on, that's been Hiro Yamada, a very energetic guy. He chats to the Story Director, translates the text, then reads it out to me so I can type it into the game.

Q And that's it?
Hiro always explains the nuances and subtleties behind the text. In fact, we often translate the English back to Japanese to make sure it's got the same meaning. Of course, many Zelda messages are left purposely vague so as to not give too much away to the player.



Dan Owsen is a close personal friend of Shigsy, the man behind Ocarina Of Time. Lucky, lucky man.

Q Do Nintendo supply you with special tools to help you?
Yes, but not all of them are actually of help! The one for SNES Zelda in particular was made out of some old keyboard – based on the fabled NES disk system, I think – and was fairly tricky to use. In the end, I gave up!

Q Are there long hours?
We usually work from 9am to as late as 11pm every day so we need lots of fuel. Coffee, tea, Coke and even the occasional genki drink are called for.

Q Does the Japanese sense of humour translate well?
Not really! For example, a Japanese speaker can often tell where someone is from by their accent and the words they use. That made the camp carpenters from Ocarina of Time very difficult to translate properly. In cases like this, I try to come up with something else that's humorous.

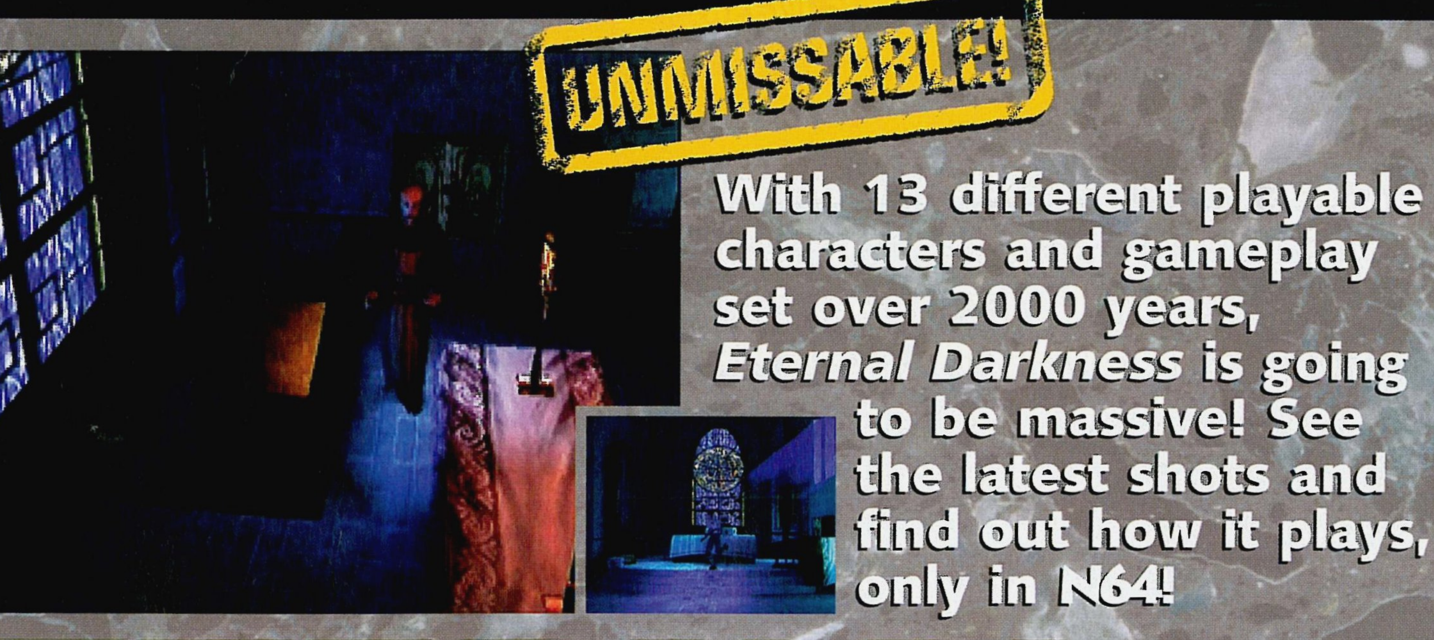
Q Do you get the chance to be creative?
Rarely – I'm often reigned in by the developers if I go off on a tangent. I think the designers of Zelda games want players to use their imagination to flesh out the characters. There's endless speculation on the Internet about the character's motives and the meaning behind what they say. That, I believe, is exactly what Zelda's creators wanted.

Q Any juicy Zelda characters or set-pieces that were chucked at the last minute?
Hmm. I can't recall any that were deleted outright, although I'm sure there were some. It does look like a lot of the missing characters from Ocarina of Time will make an appearance in Majora.

Q What's been most challenging?
I was in Japan translating Ocarina of Time when North Korea fired a test missile. There was a typhoon at the time, too – I was wondering if the world was coming to an end! Luckily, we were able to finish Zelda without further incident...



Coming soon in... N64 MAGAZINE



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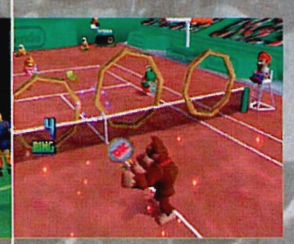
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Attending Officers - Officer Woo

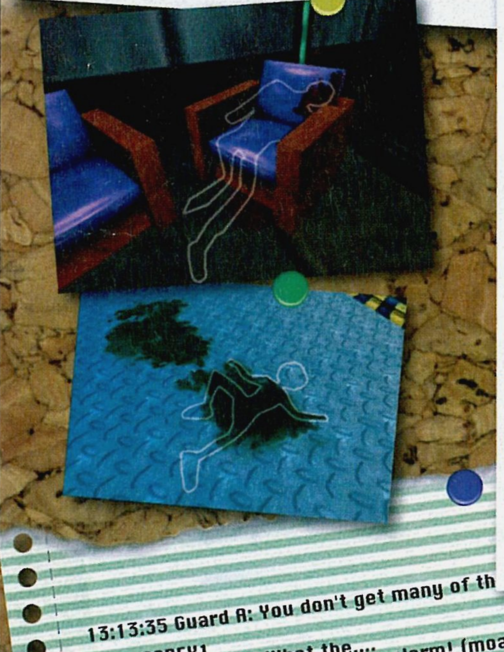
EVIDENCE – DO NOT DESTROY

2134529474 15-05
CHICAGO PD HWD

Officer Woods: What is your relati
Carrington: Er... (coughs) There is no relationship as such, officers. I mean, I've asked her to dinner once or twice, but no...
Officer Michaels: How do you know Ms Dark, Mr Carrington?
Carrington: I'm her boss... I'm her boss.
Officer Woods: Do you know why we've brought you here today, Mr Carrington?
Carrington: Is it the downpayments on my villa? Only I told the man about the horrible business with Wine Rack and how I-
Officer Michaels: 'Joanna Dark', as you call her, is wreaking havoc in this city and beyond, Mr Carrington.
Carrington: Oh, is that all? That's all authorised by me.
Officer Woods: I beg your pardon?
Carrington: She's an Agent at my Institute. I send her out to obtain vital information, using whatever means necessary.
Officer Woods: Including cold-blooded murder, Mr Carrington?
Carrington: Ah. I see what you're getting at.
Officer Michaels: We don't want to tell you ho job, Mr Carrington. But when that job includes murder, grievous bodily harm, wilful destructi and a dead floating robot thing, we can't help interest.
Carrington: You know, officers, I've never seen Dark woman in my life.
Officer Woods: And the intergalactic spacecraft off the back

Ex3/1E · Ex3/ · Ex3/1G · Ex3/1D · Ex3/1B · Ex3/1F · Ex3/1A · Ex3/1C · 3/2B · Ex3/2C

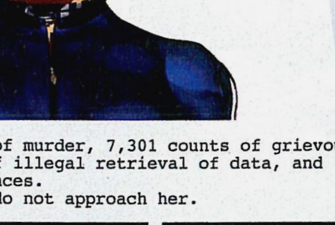






WANTED
JOANNA DARK



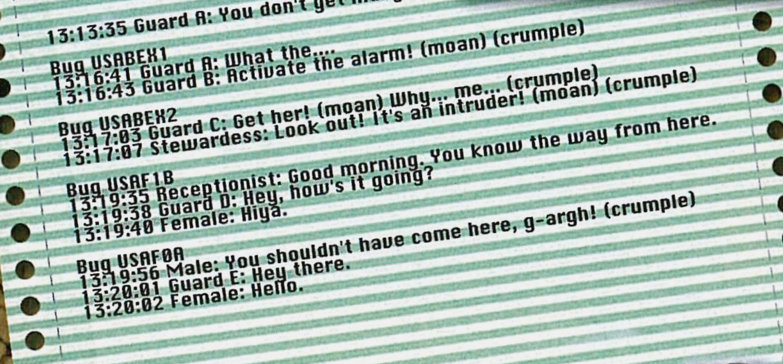


Wanted on 2,131 counts of murder, 7,301 counts of grievous bodily harm, 5 counts of illegal retrieval of data, and several jaywalking offences.
If you see this woman, do not approach her.





Dial 911, or contact Chicago PD immediately on 555-332-5542



13:13:35 Guard A: You don't get many of th

Bug USABEX1
13:16:41 Guard A: What the....
13:16:43 Guard B: Activate the alarm! (moan) (crumple)

Bug USABEX2
13:17:03 Guard C: Get her! (moan) Why... me... (crumple)
13:17:07 Stewardess: Look out! It's an intruder! (moan) (crumple)

Bug USAF1B
13:19:35 Receptionist: Good morning. You know the way from here.
13:19:38 Guard D: Hey, how's it going?
13:19:40 Female: Hiya.

Bug USAF0A
13:19:56 Male: You shouldn't have come here, g-argh! (crumple)
13:20:01 Guard E: Hey there.
13:20:02 Female: Hello.

Chicago Ca
741 Coverup Alle
Chicag
Tel: 555-723-324
Fax: 555-723-377

Re: Cab No T31
Date: 20th August 2000

Dear Ms Dark,

We note from our records that we are owed payment from you in lieu of the destruction of Chicago Cabs Auto-Guidance Vehicle T31, which was blown to smithereens on July 2nd, 2000.

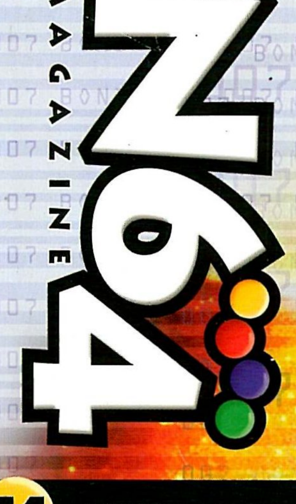
Rundown of costs:
Replacement for Taxi Cab No T31 (write-off): $9,435
State expenses (damaged sidewalk, etc.): $5,322
Life Assurance for passenger (DOA): $1,653,000
Cab fare: $3.75
TOTAL: $1,667,760.75

We would remind you that we do employ debt retrieval agencies to collect monies owed to us on our behalf. If you have already settled the balance within the last two weeks, please ignore this letter and accept our apologies.

Yours sincerely,

W Grizzly

Wilfredo Grizzly
Accounts Director



44 AUGUST 2000

REVIEWS THIS ISSUE!

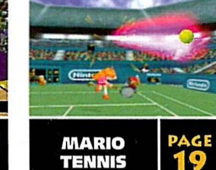
OTHER GREAT STUFF!

LOOK OUT! Over 30 pages of brand new N64 games!















Completely independent Nintendo 64 advice
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